KIT BASHED

COMPENDIUM

NARRATIVE SUPPLEMENT

OUTCASTS AND RENEGADES

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UNOFFICIAL FAN MADE SUPPLEMENT

Designed to Supplement and Work with Age of Sigmar and the Path to Glory system found in the Age of Sigmar Core Rules

DISCLAIMER

This Path to Glory Supplement is entirely written from a fan perspective by those who enjoy and embrace the vibrant lore and gameplay of Games Workshops Age of Sigmar setting. Characters and locations within the Mortal Realms that have been referenced are the property of Games Workshop, utilised for the purposes of embracing and expanding the Path to Glory System to encompass new realms, themes and cultures within the Age of Sigmar. Similarly any artwork used is done with utter reverence to those with the talent to create it for the setting, and is in no way my own work and remains the property of the original creators who managed to envision and execute work to such quality.

The rules within are designed for players to utilise an expanded Path to Glory in narrative play environments.

Paintover Artwork Produced by @ArtistsEmpire

KITBASHED

PATH TO GLORY SUPPLEMENT

THE ROAD TO RUIN

PATH TO GLORY

REGION: THE KARAKOAST

Long before the Age of Chaos robbed the realms of much of their beauty the Karakoast region of Chamon held amongst the finest Duardin provinces in the Mortal Realms. Its strategic location on the coast allowed freetrade to flow through the Karaks and the mountainous cliff faces themselves gleams with seams of gold that raced up and down the coast seemingly endlessly in both direction.

The Region was once prized for its wealth, its position and its beauty, but the years have not been kind, and now its storm-lashed coasts are a haunting reminder that the Empires of the Duardin were left to rot in the face of the tides of Chaos.

A THIEFS BOUNTY

The Wealth of Kingdoms lay beneath the cracked earth and shattered statues of this once thriving Duardin empire, even now new empires like the vampiric city of Nightspear seek to forge a land route to the region to make their futures on the spoils of the past.

When playing a Path to Glory battle in the Karakoast if a Hero carrying an Artefact of Power is slain before removing the model the controlling player must place 1 Treasure Token (no larger than 25mm round) wholly within 1 inch of that model. If at the end of a turn, or any following turns a unit is within 1 inches of a Treasure Token they may collect it.

At the end of the battle if any surviving units are carrying Treasure Tokens they gain 1 additional Renown in the After Battle Sequence. In addition if completing a Find the Artefact quest each Treasure Token held by a surviving friendly unit at the end of the battle contributes 1 point toward that quests completion.

THE EDGE OF THE MAELSTROM

The Karakoast is beset by one tendril of the unrelenting Maelstrom, hurricane winds and mountainous waves batter the rocky shores, whilst inland torrential rain turns cracked earth into a muddy grave and once sure stone into a treacherous path.

When playing a Path to Glory battle in the Karakoast, after both sides have setup and before the battle begins the player who setup first may roll on the **Edge of the Maelstrom** table to determine its effects this battle. Unless otherwise noted (*Such as the **Summon the Maelstrom** Spell*) these effect last the full duration of the battle.

RESULT	EFFECT
1-3	**Clear Skies** - No Effect
4	**Howling Gale** - *Howling winds makes communication all but impossible, shouting orders into the wind.* Reduce the range of issuing **Command Abilities** by 3 inches
5	**Torrential Downpour** - *Ground underfoot becomes treacherous, once sure stone slips like ice.* Roll a dice for every model in a unit that starts or ends a **Run** or **Charge** move on or within an inch of a terrain feature. On a roll of a 1 that models unit suffers a single Mortal Wound
6	**Smothering Fog** - *Close, Blinding, Smothering, the Fog conceals all from view save for a few feet ahead.* When making an attack with a **Missile Weapon**, -1 to the the Hit Roll if the distance to the target is greater than 12 inches.

SPELL: SUMMON THE MAELSTROM

When playing a Path to Glory battle in the Karakoast all **Wizards** know the **Summon the Maelstrom** spell in addition to any others they know.

Summon the Maelstrom -
Storm magic is not solely the domain of the God King, long before he sought to claim the realms as his own Primal Gods of wind and wave were revered for their power to give and take life with such immense energies. Those practitioners who still pay heed to the old was may invoke their wrath or calm a thunderous temper.

This spell has a casting value of 7. If successfully cast the controlling player may select a new result from the **Edge of the Maelstrom** table. This new effect lasts for the remainder of the battle or until this spell is used to change it again.

ADVANCED INJURIES

The Advanced Injury Table may be used for an Path to Glory army during the **After Battle Sequence** instead of using the Injury table for **Heroes** located in the Age of Sigmar Corebook.

Healing Injuries
In the After Battle Sequence, after determining injuries and casualties a player may have a single Hero declare they are consulting a Healer, Wiseman, Shamans or Bone Sculptor to heal ailments they sustained earlier in the Campaign. If they do so removed D3 Renown from that Hero select one existing Injury that Hero currently suffers from and roll a D6, on a 4 or more that injury is removed. On a 1 however immediately roll for a fresh injury for that Hero.

D66 ADVANCED INJURY TABLE

11-16 Dead
This Heroes tale has come to a tragic end, perhaps as their light burns out a brighter one might take its place. For now however the realms are a much darker place.
Remove this **Hero** from your Order of Battle.

21-22 Lasting Wound
Though their legend grows, battle has taken a toll on this hero that shall never truly be recovered.
Permanently reduce this **Heroes** Wound Characteristic by 1. If this injury is applied for a second time treat it as Dead instead.

23-24 The Slow Rot
Death would have been a mercy, instead this malignant wound slowly eats away at the hero. In time it will claim them, we can only hope they have lived a good life first.
This **Hero** may not be Healed by any means during a battle.

25-26 Soul Sickness
Deathly energies now permeate this Heroes soul, threatening to drag it down to the underworlds. Should its defences weaken even for a moment their malign influence takes hold.
At the end of the Battleshock Phase in any turn in which this **Hero** suffered any unsaved wounds roll a D6, on a 4+ this model suffers an additional Mortal Wound.

31-32 Blind in One Eye
The blow could easily have removed the head entirely, so perhaps it was lucky it simply plucked eye from socket. Though maybe give it a while before positing that thought to this hero.
Subtract 1 from Hit Rolls for attacks made by this **Hero** in the Shooting and Combat Phase, this does not apply to any attacks made by a Mount.

33-34 Injured Limb
Injured, entirely removed… battle is a dangerous place.
Subtract 1 from Wound Rolls for attacks made by this Hero in the Combat Phase, this does not apply to any attacks made by a Mount

35-36 Arrogant
Too often this once glorious hero blames their loss upon others who sought to take command. Now none may lead whilst he remains standing lest their weakness get in his way.
Whilst this **Hero** is on the Battlefield, no other friendly **Hero** may use the Heroic Leadership heroic ability.

41-42 Reckless
Surviving a mortal blow has left its mark on his heroes psyche, believing themselves to be untouchable.
This **Hero** may not issue or receive the All out Defence command ability.

43-44 Blood Drunk
There is a sickness of the soul that grows rampant on the field of battle, those upon whom it takes root find themselves unable to tear away from the battle haze.
This **Hero** may not make Retreat moves.

45-46 Cowardly Reputation
Word has begun to spread that more often than not this hero seemingly falls to injury only to crawl out of their hiding hole when the battle ends.
Subtract 1 from the Bravery Characteristic of friendly units within 6 inches of this **Hero**.

51-52 Forgetful
Nightmares plague this once keen strategist, even the rare peace of mind they once found is gone. In the heat of battle too often their own thoughts threaten to overwhelm them
At the start of your Hero Phase, roll a d6. On a roll of a 1 you immediately remove 1 Command Point.

53-62 Fully Recovered
This injury roll has no effect

63-66 Legendary Tale
Though others would have fallen to such wounds or fled to safer lands, this Hero returns from the battlefield adorned with scars that tell their heroic tales.
Add D3 to this Heroes Renown.

PATH TO GLORY

OPTIONAL RULES

When playing a Path to Glory Campaign using this Kitbashed Compendium there are a number of additional (and Optional) Rules to provide a grander, and hopefully more engaging narrative to help shape your forces as they walk the Road to Ruin. Whilst optional we recommended using all three of these additional supplemental rules together as they provide an interlaced narrative effect.

CURSED ARTEFACTS
Cursed Artefacts introduce unique Path to Glory artefacts that interact with your force both on and off the battlefield. Over the course of your campaign the Artefacts can grow in potency with your force.

ADVANCED INJURY TABLE
The Advanced Injury Table adds narrative scope to the injuries your Heroes obtain, inviting modelling opportunities and providing notable in game effects to represent a wounded hero on the field of battle

FRESH BLOOD
Finally the Fresh Blood mechanic below allows you to take a basic unit from recruit all the way through to Veteran level by starting them at a lower standard than you would find in Matched Play. These represents units fresh from training not yet tested upon the field of battle, who rely more heavily on your Heroes to shore up their combat prowess.

If using the **Fresh Blood** rule Non-Hero units in your Path to Glory roster use the following Ranks Table:

Renown Points	Unit ranks	Veteran Abilities
0-4	Recruit	0
5-9	Battle Ready	0
10-19	Veteran Warriors	1
20+	Elite Veteran Warriors	2

A Unit that is a **Recruit** may not issue Command Abilities to itself regardless of whether there is a **Champion** in the unit. This represents the **Champion** still looking to Heroes of a higher authority to lead them upon the field of battle.

Once a unit reaches the **Battle Ready r**ank they function as a normal unit, with the unit **Champion** (if present) able to issue commands to their own unit as normal.

CURSED ARTEFACTS

In the course of your Path to Glory campaign your forces can encounter a myriad of wonderful and malign artefacts long since thought lost to the realms, these treasures each hide wrapped in countless legends and cautionary tales as to their potency and corruption.

Whenever you add an **Artefact of Power** to your Vault (or select one as your initial **Enhancement**) you may instead opt to select a **Cursed Artefact** instead. Cursed Artefacts have a number of unique rules reflecting their potency and rarity as shown below:

ADVANCEMENT

Each Cursed Artefact has its own conditions for Advancement, a unique mechanic that allows you to upgrade that artefact to its next more potent stage as its new master wrestles the spirit of the Artefact for dominance.

CURSE

Unlike normal Artefacts each Cursed Artefact comes with its own downside, a curse unique to its Artefact type. Some impact the model wielding the Artefact on the Battlefield, others during the After Battle Sequence. If the Cursed Artefact was not selected for use in your armylist during your Path to Glory battle you are not subject to its curse in the After Battle Sequence.

CONDITIONS

Cursed Artefacts limit which Hero Type, Weapon Characteristics or more that they can be assigned to. These conditions are checked at the time the Artefact is assigned to the Hero, and if during the course of the battle those characteristics change the Artefact continues to function as normal.

LEVEL

All Cursed Artefacts start at Level 1 and can progress to higher levels in each After Battle Sequence providing their Advancement criteria are met.

If a Cursed Artefact is assigned to a different Hero it immediately resets to Level 1, and must start its progression from scratch.

DEATH

If a Hero wielding a Cursed Artefact is Slain as a result of injury in the After Battle Sequence that Cursed Artefact is lost, remove it from your Vault immediately.

SHARD OF THE UNMAKER

The Legends of a clash of Gods in the Hyshian Mountains have reverberated across the realms, with each retelling the details change but the heart remains the same. Details of a legendary mountain stained by the very essence of the unmaker, its raw crystals carrying the very embodiment of death.

Many a shady weapons smuggler and artefact connoisseur in the realms claims every crystalline dagger they sell has been crafted from a shard of that mountain. Of course they are all liars, the guardians of the mountain wouldn't have misplaced shards of such potent dark magic.

Right?

ADVANCEMENT
If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle, during the After Battle Sequence roll a D6 adding 1 for each time any enemy units suffered the Unmakers Curse during that battle. On a 9+ this artefact progresses to the next level for the remainder of the campaign.

CURSE
Lord of All I Survey: If this **Cursed Artefact** is taken in your army list during a Path to Glory Battle, in the After Battle Sequence no friendly hero that took part in that battle may gain more **Renown** than this model gained from that battle.

Select one of this models melee weapons with a Damage Characteristic of 1 or 2 to be a Shard of the Unmaker.

This Cursed Artefact starts at level 1, all bonuses gained throughout the campaign are cumulative. If at any point this Artefact is allocated to as different Hero it resets to Level 1, and must gain advancements as normal.

LEVEL 1
Any unit that suffers one of more unsaved wounds from this weapon suffer the **Unmakers Curse** until the start of your next Hero Phase**.** Units suffering the **Unmakers Curse** may not issue or receive the **Inspiring Presence** or **Rally** Command abilities.

LEVEL 2
Units suffering the **Unmakers Curse** may not heal, regain, or gain wounds or models through any means.

LEVEL 3
Ward Saves may not be taken against attacks made by this weapon.

THE HUNGRY BLADE

The ancient cultures of the mortal realms all carry their own legends of blades of repute. Those that have defended kingdoms or destroyed them, each gaining such a reputation that in time they were destroyed, lost to memory or sealed away never to be unearth lest the tales locked within them betray their masters.

Blades that have known such darkness cannot escape without being ever changed, some take on a cruel sentience, longing to bathe once more in the blood of those who would oppose their master. Or… if needs must turning against an unworthy master that a greater warrior might take up the blade.

ADVANCEMENT
If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle, during the After Battle Sequence roll a D6 adding 1 for every **Monster** or **Hero** slain by that model during the battle. On a 7+ this artefact progresses to the next level for the remainder of the campaign.

CURSE
The Want of Blood: If this **Cursed Artefact** is taken in your army list during a Path to Glory Battle and the bearer does not kill an enemy **Hero** or **Monster**, in the After Battle Sequence make an additional **Casualty Roll (Or Advanced Injury Roll)** for this **Hero** disregarding any result that would slay this model.

Select one of this models melee weapons with a Damage Characteristic of 1 or 2 to be The Hungry Blade.

This Cursed Artefact starts at level 1, all bonuses gained throughout the campaign are cumulative. If at any point this Artefact is allocated to as different Hero it resets to Level 1, and must gain advancements as normal.

LEVEL 1
Add D3 to this weapons Attack Characteristic if this Hero made a charge move in the same turn.

LEVEL 2
If this Hero slays any Enemy models in the Combat Phase, at the end of that phase you may immediately heal 1 wound allocated to this model earlier in the battle.

LEVEL 3
Increase the Rend Characteristic of this weapon by 1 (A rend of -1 will become -2 for example)

THE GRANDFATHERS CHALICE

In the deep woods of Ghyran many sacred chalices of the temples of life were looted and discarded in Nurgles occupation of the Realm, many finding their ways to the sunken depths of the Realms oceans and lakes far from the eyes of prying mortals.

It is said these artefacts gave those who drank their sacred waters protection from all ill that would befall them, some… fools perhaps claim not all the Chalices come from the Temples of Life, that some have been planted by the servants of Nurgle to corrupt and defile those who seek to deny his embrace

Some say there is a lingering sadness, despair and longing surrounding the lost chalices, though their bearers may gain immortality they may never truly know joy.

ADVANCEMENT
If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle, during the battle keep a record of the number of unmodified Ward saves of a 6 this model makes. If this model makes 7 or more Ward saves of a 6 in the course of a game their artefact advances one level.

CURSE
Pall of Doom: If this **Cursed Artefact** is taken in your army list during a Path to Glory Battle the bearer may not issue the **Inspiring Presence** command ability

This model gains the Grandfathers Chalice.

This Cursed Artefact starts at level 1, all bonuses gained throughout the campaign are cumulative. If at any point this Artefact is allocated to as different Hero it resets to Level 1, and must gain advancements as normal.

LEVEL 1
This model has a Ward Save of 6+, if this model already had a Ward Save instead increase that save by 1 to a maximum of 4+

LEVEL 2
Subtract 1 from Wound Rolls for attacks that target this model in the combat phase.

LEVEL 3
This model gains the Maggotkin of Nurgle keyword, in addition at the end of the combat phase roll a dice for every enemy unit within 3 inches of this model. On a 4+ that unit suffers a single mortal wound.

THE ETHEREAL AMULET

The many underworlds of Shyish could take an eternity to explore, many of their depths and treasures remain locked beyond the mortal plane to those who have yet to join the waking dead. Ancient Priests and Wizards seeking to reunite with loved ones forged treasures forged from Shyishian Black Glass allowing one to step, for a time, into the Realm of the Spectres.

To spend so long beyond the veil can take its toll on the Mortal soul, those who walk with the dead find mortal detachments too fleeting to waste time upon. Others forget which side of the veil they remain on, their voices sealed to converse only with the dead and robbed from the ears of the living.

ADVANCEMENT
If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle, and completes a **Ghostwalker Heroic action** at least 3 times during the battle in the **After Battle Sequence** roll a D6. On a 5+ this **Cursed Artefact** gains a level.

CURSE
Out of Phase: This model may not **Issue** or **Receive Command Abilities** when **Ghostwalking**, their voice locked beyond the Mortal Plane

This model gains the Ethereal Amulet.

This Cursed Artefact starts at level 1, all bonuses gained throughout the campaign are cumulative. If at any point this Artefact is allocated to as different Hero it resets to Level 1, and must gain advancements as normal.

LEVEL 1
This model may make the following **Heroic Action** in your **Hero Phase:**
Ghostwalker: Roll a D6, on a 2+ until your next **Hero Phase** this model gains the **Ethereal** rule (Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.

LEVEL 2
When using the **Ghostwalker Heroic Action** this model can **Fly**

LEVEL 3
This models **Ghostwalker** ability no longer requires a **Heroic Action** or **Dice roll**, it is considered to always be in effect.

THE FORBIDDEN TOME

Magic takes years, decades of practice for even a fledgling soul to gain a rudimentary knowledge of. There are many in the Realms who lack the patience or skill to wait that long, for them there are many shortcuts each with their own cost to pay.

Legends tell of ancient scripts written on tanned flesh in the blood of unwilling victims, runic script charting the blood magicks that trade in sacrifices for power. Though not true magic it can manifest potency on the field of battle channeling the will of Old Gods predating even Sigmar.

ADVANCEMENT
If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle, during the battle keep a record of the number of models slain by the **Blood Hex**. If the result is 8 or more roll a D6. On a 4+ this **Cursed Artefact** gains a level.

CURSE
Bloodcraft: If this **Cursed Artefact** is taken in your army list during a Path to Glory Battle in the After Battle Sequence select one friendly unit from your Battle Roster and increase that units Casualty rating by 1.

This model gains the Forbidden Tome.

This Cursed Artefact starts at level 1, all bonuses gained throughout the campaign are cumulative. If at any point this Artefact is allocated to as different Hero it resets to Level 1, and must gain advancements as normal.

LEVEL 1
This model may make the following **Heroic Action: Blood Hex:** This model immediately suffers D3 mortal wounds, once you have done so select an enemy unit within 12 inches of this model. That unit suffers the same number of mortal wound plus an additional mortal wound.

LEVEL 2
When completing the **Blood Hex Heroic Action**, you may instead inflict the initial D3 mortal wounds on any friendly unit within 3 inches of this model.

LEVEL 3
If this Hero completes a **Blood Hex Heroic Action** in the Hero Phase, They gain a 4+ Ward for the rest of the turn AFTER the mortal wounds from the hex have been allocated.

MAKE THEM HURT, MAKE THEM PAY, THIS IS THE
HOBGROT WAY

KITBASHED

DESTRUCTION FACTION

THE MALEVOLENT SELLSWORDS

MALEVOLENT SELLSWORDS BATTLE TRAITS

On the following pages you will find additional rules and abilities for your Malevolent Sellswords army. These include additional powerful allegiance abilities and battalions for using your army in games of *Warhammer Age of Sigmar.*

This Battletome supplement is entirely written from a fan perspective by those who enjoy and embrace the vibrant lore and gameplay of Games Workshops Age of Sigmar setting. Characters and locations within the Mortal Realms that have been referenced are the property of Games Workshop, utilised for the purposes of embracing and expanding the game to encompass new realms, city themes and cultures within the Age of Sigmar. Similarly any artwork used is done with utter reverence to those with the talent to create it for the setting, and is in no way my own work and remains the property of the original creators who managed to envision and execute work to such quality.

ALLEGIANCE ABILITIES

PLAYING AS THE MALEVOLENT SELLSWORDS

SERVANTS TO MANY MASTERS
Hobgrotz crave power, they covet it beyond all else yet lack discipline to raise empires of their own nor prominance for a gods favour. Instead they sell their services to the many dark corners of the realms and countless masters.
When making a **Malevolent Sellswords** army you must select the master they are serving, each will impart their own gifts to your army to better serve them on the field of battle.

Select one of the Masters from below for your army to serve:

OATHBREAKERS
SCURRYLORDS
SEPERATISTS
KRULEBOYZ

The benefits for each Master can be found on the following page, all units in your army must save the same master.

Friendly **Hobgrots** units within your army gain their masters Primary Benefit, friendly Mercenary units within your army instead gain the Secondary Benefits.

IN IT FOR THE MONEY
Noble speeches and moral compass bears little weight on broken souls, only the weight of coin can turn these mercenaries back to the fight.
.
Friendly **Mercenary** units in a **Malevolent Sellswords** army may only receive the Inspiring Presence Command Ability if there is a friendly **Paymaster** within 12 inches.

DRAWN FROM THE REALMS
Disilllusioned generals, fallen empires, lost souls and corrupt power seekers. There are many in the realms who barter their service for coin and power.
When selecting **Mercenary** units for a **Malevolent Sellswords** army each fall under one of four classifications, these denote how many may be taken within your army:

COMMON: Units that are common suffer no additional limitations to unit numbers

UNCOMMON: 1 in every 2 Units within a Malevolent Sellswords army may be an Uncommon Unit.

RARE: 1 in every 4 Units within a Malevolent Sellswords army may be an Rare Unit.

EXCEPTIONAL: Only a single unit in a Malevolent Sellsword army may be an Exceptional Unit.

A **Mercenary Hero** may never be selected to be your General but may recieve an ***Artefact of Power*** if they possess the relevant Keywords.

HEROIC ACTION: INCENTIVE PAYMENTS
In the heat of battle its occasionally a prudent act to provide inventive bonuses to waivering Mercenaries to keep them in the fight.
A friendly **Paymaster Hero** from your army may use this Heroic action.

If they do so the chosen **Hero** may not make a normal move, retreat, run or charge during this turn, however friendly **Mercenary** units do not need to take Battleshock test whilst wholly within 12 inches of that Unit.

THE MANY MASTERS

When making a **Malevolent Sellswords** army using the **Servants to Many Masters** rule you must select one of the following additional allegiances for your army depicting their current employers in the Mortal Realms. Though one force may serve many masters in their lifetime they may serve only a single one per battle.

All **Hobgrots** Units in your army benefit from your chosen Allegiances Primary Benefit, all **Mercenary** Units in your army benefit from the Secondary Benefit,

OATHBREAKERS

Master craftmen and fell lords beneath the chaotic wastelands the Oathbreakers have every inch the talent of their Duardin kin yet none of the compassion or restraint. They serve as armourers, innovators and brokers to those who align to the Chaos Gods.

Primary Benefit - Crude Runic Plate
Friendly **Hobgrots** units in your army have a Ward Save of 5+

Secondary Benefit - Lesser Runes
Every **Mercenary** Unit in your army starts with 1 Lesser Runes token, when that unit is selected as the target of an attack in the Shooting or Combat phase you may elect to use their Runes.

If you so do add 1 to Save Rolls for that unit until the end of that phase

At the end of the Phase remove that units Lesser Runes Token.

SCURRYLORDS

Shadow stalkers, tunnel runners, Vermin-kings, those that reside within the Skavenblight. The Scurrylords know all too well the safest way to put blade to foe is with someone elses hand and from far far away.

Primary Benefit - Eshin Cloaks
Friendly **Hobgrotz** units are not visible to enemy units more than 12 inches away

Secondary Benefit - Smoke Vials
Every **Mercenary** Unit in your army starts with 1 Smoke Vial token, when that unit is selected as the target of an attack in the Shooting or Combat phase you may elect to use their Smoke Vials.

If you do so subtract 1 from rolls To Hit that unit until the end of that phase.

At the end of the Phase remove that units Smoke Vial Token.

KRULEBOYZ

There are few things more dangerous and unpredictable than an intellegent Orruk. Known for their venemous weapons and equally toxic intent the Kruleboyz have a long history of using the Hobgrotz to secure temporary alliances to bring cities to rubble.

Primary Benefit - Lethal Venoms
If the unmodified roll to Hit for any attack made by a friendly **Hobgrots** unit is a 6, that attack inflicts a number of mortal wounds equal to its damage characteristic and the attack sequence ends
(This does not effect attacks made by a mount)

Secondary Benefit - Lesser Toxins
Every **Mercenary** Unit in your army starts with 1 Lesser Toxin token, when that unit is selected to attack in the Shooting or Combat phase you may elect to use their Toxins.

If you do so until the end of the phase if the unmodified roll to Hit for any attack made by that unit is a 6, that attack wounds automatically. Make a save roll as normal.
(This does not effect attacks made by a mount)

At the end of the Phase remove that units Lesser Toxin Token.

SEPERATISTS

Though Azyrites would surely claim otherwise, not every city founded wishes to bend the knee to Sigmar. Many would rather forge their own path, yet may not act directly against the Godking, instead using their immense wealth to hire privateers and mercenaries to enact their will.

Primary Benefit - The Wealth of Kingdoms
At the start of each Battleround, instead of generating a single Command Point for taking the first turn generate D3, or instead of generating 2 Command Points for taking the second turn, generate D3+1

Secondary Benefit - Plentiful Coin
Every **Mercenary** Unit in your army starts with 1 Plentiful Coin token, during the battle each unit may discard their Plentiful Coin token to utilise a single Triumph.

Triumphs used in this manner do not have to be the one annotated on your armylist.

DRAWN FROM THE REALMS

Below are the Mercenary warscrolls available to a Malevolent Sellswords Army in addition to those included in this Battletome. When selecting **Mercenary** units for a **Malevolent Sellswords** army each fall under one of four classifications, these denote how many may be taken within your army:

COMMON: Units that are common suffer no additional limitations to unit numbers
UNCOMMON: 1 in every 2 Units within a Malevolent Sellswords army may be an Uncommon Unit.
RARE: 1 in every 4 Units within a Malevolent Sellswords army may be an Rare Unit.
EXCEPTIONAL: Only a single unit in a Malevolent Sellsword army may be an Exceptional Unit.

Units added to your army in this manner gain the **Malevolent Sellswords** and **Mercenary** keywords

A **Mercenary Hero** may never be your ***General*** and may not be the first **Hero** in your army to receieve an ***Artefact of Power.***

Faction	Common	Uncommon	Rare	Exceptional
Slaves to Darkness	- Marauder Horsemen - Iron Golems - Splintered Fangs - Corvus Cabal	- Chaos Warchariot - Darkoath Chieftan	- Fomoroid Crusher - Ogroid Myrmidon - Sphiranx	
Orruk Warclans	- Ard Boys	- Boltboyz - Orruk Brutes	- Killbow - Breakaboss on Mirebrute Troggoth -Big Stabbas	- Megaboss on Mawkrusha
Cities of Sigmar	- Black Ark Corsairs	- Irondrakes - Freeguild Greatswords -Freeguild Pistoliers	- Steamtank - Gyrocopter Squadron (3 Minimum	
Gloomspite Gitz		- Boingrot Bounderz - Rockgut Troggoths	- Mangler Squig - Dankhold Troggoth -Skitterstrand Arachnarok	
Skaventide		- Skyre Acolytes - Warlock Engineer - Rat Ogors	- Warplock Jezzails - Warplightning Cannon	
Idoneth Deepkin		- Namarati Thralls	- Thrallmaster	
Ogor Mawtribes		- Leadbelchers - Ironguts	- Ironblaster	- Frostlord on Stonehorn
Sons of Behemat			- Mancrusher Gargant	- Krakeneater Megagargant - Gatebreaker Megagargant - Warstomper Megagargant
Soulblight Gravelords			- Blood Knights	
Flesheater Courts				- Royal Terrorgheist
Kharadron Overlords		- Grundstock Thunderers	- Arkanaut Frigate	
Fyreslayers		-Hearthguard Bezerkers	- Runeson on Magmadroth	

COMMAND TRAITS
WARLORDS ONLY

1 - Ded Kunnin' - *Whilst big for a grot the Hobgrotz possess the wicked cunning of their smaller cousins, their smaller forms allowing them to sneak through the long grasses, shadow and filth that litter battlefieds and ambush a foe.*

After both sides have finished setting up but before determining first turn, you may select upto 3 **Hobgrots** Units from your starting army and remove them from the battlefield. You may then set them up again anywhere on the battlefield more than 9 inches from any Enemy models.

2 - Ded 'Ard —*Truly the apex of Hobgrot physiology in some light this Hero could pass for a weedy Orruk, their size and strength shaming their lesser kin into awed obedience and lending combat prowess on the field of battle.*

Increase this **Heroes** Wounds Characteristic by 1, in addition in the combat phase add 1 to the attack characteristic of all weapons* wielded by this **Hero** if they have made a charge move in the same turn. *(*Not those wielded by a mount)*

3 – Thought 'E Woz (Ded) —*Heroism is a noble idea for those who spend their lives writing of battles from afar, Hobgrots have little need for such a concept. One cannot claim payment for a battle if one does not survive it. Employing a litany of decoys none are quite sure where this warlord actually is at any one time.*

At the end of the Battleshock Phase in a turn in which this **Hero** is slain roll a D6 and add the current battleround number, if the result is less than 4 or less you may set them up again on full wounds anywhere on the battlefield more than 9 inches from any enemy models.

COMMAND TRAITS
PAYMASTERS ONLY

1 - Master Negotiator- *Though their kind are underhanded and mercantile through and through, there are some Hobgrot Paymasters able to negotiate a better deal with their latest employers and secure more valuable aid for their army upon the field of battle.*

Select one **Mercenary** Unit from your army list, for the duration of the battle that unit benefits from the Primary Benefit of your chosen ***Servants to Many Masters*** faction as if they had the **Hobgrots** Keyword

2 - Cooking the Books—*Every once in a while a Paymaster may accidentally over state the size of the force they are bringing to bear to secure a better price, when they do so there is often more armaments to share amongst the considerably smaller than promised force.*

Select upto 3 **Mercenary** Units from your army, these units start the battle with an additional token for your chosen ***Servants to Many Masters*** faction. You may not select the same units to recieve more than one of these additional tokens.

3 – Inherited Wealth—*Paymasters are the lords of the coin for the Malevolent Sellswords, each holding a horde of gold, treasures and accursed artefacts with which to barter allegiance. When one falls in battle others compete to secure their haul for their own means.*

This **Hero** may choose to use the ***Incentive Payments Heroic Ability*** in your Hero Phase even if another friendly **Hero** has used a Heroic Ability this turn.

ARTEFACTS OF POWER
WARLORDS ONLY

1 - Blade of the Unworthy Master - *Daemons Blades exist across the realms, malicious and spiteful spirits locked in a cage of runic steel to serve a massters biddings. These weapons have a will of their own, used to serving chosen Champions of Chaos, and when delivered to the hands of an unworthy master can soon turn against their wielder.*

Select one of this **Heros** Melee Weapons to become the Blade of the Unworthy Master, increase that weapons Damage Characteristic by 1. After this **Hero** each time has fought with this weapon roll a D6, on a roll of a 1 this **Hero** suffers D3 Mortal Wounds.

2 - Shackles of the Iron Cage—*Hobgrots possess no arcane might or ingenuity of their own, to witness others able to call forth such majestic power with ease has sparked a lingering resentment for magic and those gifted with it. The Shackles of the Ironcage are imbued with Oathbreaker runes, channeling a wizards power back into them and ripping their form apart..*
Once per Battle at the start of the Combat phase, select an Enemy **Wizard** within 3 inches of this model and roll a D6, on a 3+ that unit is shackled. For the rest of the battle if the roll to Cast, Unbind or Dispell with that Wizard is a double that Wizard suffers a single mortal wound.

3 – Quicksilver Draught—*Many Hobgrots favour draughts, elixers and no shortage of miracle cures to try and become more than their insignificant selves. The Quicksilver Draught grants its bearer the speed of a Gryphcharger, however once its effects fade their movement feel dull and drained, a cruel price for a moments glory.*

Once per Battle at the start of your Hero Phase this **Hero** may consume the Quicksilver Draught, until your next Hero Phase this **Hero** fights at the start of the Combat Phase and may reroll run and charge rolls. However once the Draught wears off they fight at the end of the Combat Phase for the remainder of the battle.

ARTEFACTS OF POWER
PAYMASTERS ONLY

1 - Poisoners Contract - *Paymasters hold in their treasure horde contracts for all those in the current and previous employ of the Sellswords lest they find themselves in need. May making extensive use of their Poisoners contracts to end a battle before it begins by laying low the enemy strategists.*

At the start of the first Hero Phase of the game select 1 enemy **Hero** and roll a D6, on a 3+ (or a 4+ if that model is your opponents General) that **Hero** suffers D6 mortal wounds.

2 -A Hefty Bribe - *Money, Money and Power, these are the things the Paymaster knows. There is little that cant be gained with the right application of either, intercepting spies and scouts to encourage them to take their time feeding vital information back to their masters.*

Once per battle if this **Hero** is set up on the Board and has not been slain, at the start of any Battleround after the first when determining Command Points for the round you may use this artefact, if you do so your opponent does not receieve any Command Points for taking first/second turn this round.

3 – Taskmasters Whip—*The Lash of the Paymasters is a cruel beast, used to break the will of their beasts of burdens and at times the will of those who fight alongside them.*

Once per battle, at the start of your movement phase select a single friendly **Malevolent Sellswords** unit within 3 inches of this **Hero**. Until your next Hero Phase that unit may attempt to charge in a turn even if it ran.

SPITEFUL NAMES

HOBGROT HEROES ONLY

Spiteful names are a ***Unique Enhancement*** for a **Malevolent Sellswords** army, the nature of the army does not lend itself to wonderous legends of good deeds or heroism, instead each **Hobgrot** is known by their misdeeds and the spite they carry.

When making a **Maleveolent Sellswords** army one **Hobgrot Hero** may be given a spiteful name to hone in on their particular breed of cruelty. Additional Spiteful Names can be gained in the same manner as other Enhancements, however no **Hobgrot** may have more than one Spiteful Name and no Spiteful Name may be duplicated within the army.

1 - Backstabbin' Git - *DFair fights favour the strong, the dexterous or the well trained, in short anyone that isnt a Hobgrot. Unfair fights favour the cruel, the underhanded, the spiteful. Is it any wonder that a Hobgrot thinks little of shiving a man in the spine?*

In the Combat Phase add 1 to Wound Rolls for attacks made by this **Hero** targetting an enemy unit within 3 inches of another friendly **Hobgrot** unit. This does not effect attacks made by a Mount.

2 - Dawn-Endin' Git—*The Dawnbringers march with hope, dignity and the belief in as future greater to themselves, all of which is a throughly disgusting concept to the mind of a Hobgrot. This capricious pyromaniac delights in the burning, smashing and otherwise rendering to rubble the settlements of these sickening optimists.*

At the end of the Charge Phase this model may attempt a ***Smash to Rubble Monstrous Rampage*** as though it were a **Monster**

3 – Mouthy Git—*Many Hobgrots favour draughts, elixers and no shortage of miracle cures to try and become more than their insignificant selves. The Quicksilver Draught grants its bearer the speed of a Gryphcharger, however once its effects fade their movement feel dull and drained, a cruel price for a moments glory.*

If this **Hero** is not your general they may issue Command Abilities to units wholy within 18 inches.
If this **Hero** is your general they may issue Command Abilites to units wholy within 21 inches.

4 - **Beast Killin' Git -** *There is little more enjoyable to their rotten soul than the carve the pelt off of a rare beast to drape across their hunched form. They view the wilds of the realms as little more than trophies and hides waiting to be carved from butchered prey.*

Add 1 to Hit Rolls for attacks made by this **Hero** that target an enemy **Monster.**

5 - Agonisin' Git - *This malicious creature revels in the slow torturous carving of flesh and muscle, every weapon blow inflicting maximum agony as they tease out the kill to prolong their delightful torture.*

In the combat phase, if this **Hero** inflicted any unsaved wound on an enemy unit, subract 1 from all Hit Rolls for that unit until the end of the phase.

6 - Thievin' Git - *Hobgrots are by their very nature unworthy, and reviled scum. Some seek to surround themselves with trinkets and fineries so that their own miserable existance might be hidden, or at the very least gold plated.*

If this **Hero** kills an enemy **Hero** carrying an ***Artefact of Power*** and is not already carrying one themselves, you may immediately select an ***Artefact for Power*** for this **Hero** from a table they have access to.

HOBGROT PHALANXES

You can include any of the following core battalions in your **Malevolent Sellswords** army if the battlepack you are using says that you can use core battalions.

All units included in the following battalions must have the **Malevolent Sellswords Hobgrots** keywords.

Stikka Phalanx	Slitta Skirmishers	Deff Guard
REQUIRED **1 Warlord** 3 **Hobgrot Legionnaire** Units **OPTIONAL** 0-2 **Hobgrot Skirmishers** Units 0-2 **Hobgrot Sappers** Units	**REQUIRED** **1 Warlord** 3 **Hobgrot Slitta** Units **OPTIONAL** 0-2 **Hobgrot Skirmishers** Units 0-2 **Hobgrot Sappers** Units	**REQUIRED** 1 x **Paymaster** 2 x **Warlord** 2 **Hobgrot Legionnaire** Units 2 **Hobgrot Slitta** Units **OPTIONAL** 0-2 **Hobgrot Legionnaire** Units

BATTALION ABILITY

Magnificent: When you pick enhancements for your army (see 27.3 Core Rules) you can pick 1 extra enhancement

Slayers: Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent

Strategists: Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.

Kommander: When a **Slaver Kaptain** from this Batallion uses their "***Kaptain of the Guard***" ability you may choose to change the second paragraph to read "When this **Hero** issues a Command to a friendly **Hobgrots** unit wholly within 12 inches all friendly units from their Phalanx wholly within 12 inches of this **Hero** benefit from receieving that Command.

PATH TO GLORY

The following section includes the rules for your Path to Glory campaign if you are using a Malevolent Sellswords army.

MERCENARIES, THUGS AND SELLSWORDS

Owing to their unique army structure **Malevolent Sellsword** armies embarking on the Path to Glory have several changes to how you embark upon a Path to Glory Campaign. At the start of the campaign select one of the ***Many Masters*** as your employer for the early stages of the campaign, this is your set ***Many Masters*** choice for Path to Glory battles for your ***Servants of the Many Masters*** rule.

Each time your Stronghold is upgraded you may take on additional contracts, selecting one additional allegiance from the ***Many Masters f***or each Stronghold upgrade to add to your roster.

When fighting Path to Glory battles you must choose which of ONE the ***Many Masters*** you are contracted to use in that battle.

MONEY TALKS

When playing a Path to Glory campaign you may only have upto 4 **Mercenary** units on your Order of Battle for eveey Paymaster. If at any point that **Paymaster** dies you may not hire ny more Mercenary units until you have enough **Paymasters** to manage them.

When a **Mercernary** Unit in a Path to Glory army reaches their second Veteran Upgrade they become a Regiment of Renown and no longer count toward your Mercenary Limit when determining the required number of Paymasters

MUTINY

In the After Battle Sequence after determining Renown, if any **Mercenary Hero i**n your army has a higher Renown than your Path to Glory **Hobgrot** Warlord select one **Mercenary Hero** with a higher Renown and roll a D6. On a roll of a 1 your Warlord must immediately make an injury roll on the **Advanced Injury** Table (see page 21), on a 6 the selected **Hero** must make immediately make an injury on the Advanced Injury Table.

Record Injuries sustained in this manner as normal.

If your Warlord is slain as a result of this roll their challenger immediately becomes your Path to Glory Warlord, on all other results the mutiny has been subdued and your may continue as normal.

TREASURE HUNTERS AND THIEVES

Owing to their roaming nature there are no faction specific territories for a Malevolent Sellswords army, instead a result of 61-66 you may choose generate D6 additional glory for the army as they strip all of value from the nearby area to boost their coffers (Or follow the core rules and expanded Thondia rules for selecting territories)

WELCOME OVERLORD, YOUR MINIONS
STAND READY TO SERVE

WARSCROLL

HOBGROT CENTURION

WITH SLAVE OGOR

Leader
140 Points
Unit Size
1

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Augmented Skyhook	18”	1	4+	3+	-2	3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Fyrepike	3”	See Below		3+	-1	1
Ogor Blades	1”	4	3+	3+	-1	2

Hobgrot Warlords are unable to summon daemons in the same manner as Chaos Lords. Denied such gifts their captains are clad in horrific garb to mimick the daemons instead, building their masters legends of daemons at their bidding.

Many march to war carrying the Slavers Bident upon which their fortune has been forged, hunting prime targets to trade for more wealth and power.

DESCRIPTION

A Hobgrot Centurion with Slave Ogor consists of a single Hobgrot bearing a Fyrepike along with their Ogor Bodyguard and Snotling Squire

A Killers Armoury: *The Centurions gather the cruelest of weapons from across the realms, ensuring they and their honour guard have the most lethal equipment coin can buy.* All of this models weapons profiles are treated as though being carried by the Hero and not a mount.

ABILITIES

Its Easier to hit the Big Ones!: *Snotling squires are amongst the smallest of their subspecies, to them even a grot is impressive in size. Though their gunners prefer a bigger target to make hitting (and therefore not getting eaten) that much more likely.*

Add 1 to hit rolls with this units Augemented Skyhook if targettting a unit with a Wounds Characteristic of 5 or more.

Enraged Brute: *Beaten, pitiable and covered in blades it is best not to provoke the wrath of the slave Ogor lest they dish out punishment of their own.*

Add 1 to the Damage Characteristic of this models Ogor Blades if it has suffered any wounds in the same turn.

Fyrepike: *A masterpiece of Oathbreaker design the crude looking Fyrepike spews dragonbreath flame across its bearers foes, sending all within reach to the burning depths.*

When making an attack with this models Fyrepike you may choose one of the profiles below:

Burn the Lot o’ Them!: Select an enemy unit within 3 inches of this model, this **Hero** makes a single attack that hits automatically for every model in that unit within 3 inches.

Torch the Big’un: Select an enemy **Hero** or **Monster** within 3 inches of this **Hero**, that unit suffers D6 hits from this weapon.

Keywords: **Destruction, Malevolent Sellswords, Hobgrots, Hero, Warlord, Centurion with Slave Ogor**

Leader
180 Points
Unit Size
1

WARSCROLL

HOBGROT CENTURION

ON GITGOBBLA SQUIGOSAUR

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Draconish Magmabelcha - Inferno	12”	SEE BELOW				

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Draconish Magmabelcha - Magmic Sludge	3”	2	3+	3+	-2	D3
Gitgobblas Maw	3”	3	3+	3+	-2	2

Prowling the majestic plains of Ghur the Squigosaurs come in many sizes and breeds, and to the amazement of Azyrite Scholars move in herds.

Gitgobblas are a particularly spiteful breed, possessing ravenous appetites they can be remarkably well trained if supplied with sufficient things to eat aside from their rider.

Centurions favour such mounts for the prestige, pairing the lethal combat power of the Squigosaur with Duardin forged Magmabelchers to raze settlements as their mount feasts.

DESCRIPTION

A Hobgrot Centurion on Gitgobbla Squigosaur is a single model armed with a Draconish Magmabelcher, able to unleash an inferno in the shooting phase or vent magmic sludge in the combat phase.

MOUNT

This models Gitgobbla Squigosaur is a mount, armed with a Gitgobblas Maw

ABILITIES

Draconish Magmabelcha: *A once rare and majestic piece, whilst these Duardin forged Magmabelchas still fetch a fine price, the resurgence of the Draconith has made collecting the fire belching glands to fuel them far more convenient.*

This weapon may never be used for the Unleash Hell Command Ability.

Do not use the attack sequence for an attack made with a Draconish Magmabelcha in the shooting phase. Instead, roll a dice. On a 1-2, nothing happens. On a 3-4, the target suffers D3 mortal wounds. On a 5-6, the target suffers D6 mortal wounds.

Monstrous to a Grots eye: *There are many things a Grot finds monstrous, charity and personal hygiene among them. However a Squigosaur whilst small for a monster, is a Hobgrotz prized beast.*

This model may perform Monstrous Rampages as though it were a **Monster**,

E’s always Hungry!: *Gitgobblas earned their rather simple name for their ravenous appetites, requiring huge amount of food (or stray grots) to sustain their lethal killing power. Every battlefield is a buffet table to these enormous squigs.*

After this model makes a pile-in move in the Combat Phase, select an enemy model within 3 inches and roll a D3, if the result is equal to or greater than that models wounds characteristic it is slain.

Increase that attack characteristic of this models Gitgobblas Maw by the slain models Wound Characteristic for the duration of that phase.

Keywords: Destruction, Malevolent Sellswords, Hobgrots, Hero, Warlord, Centurion on Squigosaur

Leader
160 Points
Unit Size
1

WARSCROLL

HOBGROT TOLLTAKER

ON SLOGGOTH

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Tolltakers Lash	1”	1	4+	3+	-1	D3
Raking Claws	1”	4	3+	3+	-1	2

The Tolltakers of the Sellswords are bloated and decadent paymasters borne on the backs of Sloggoths capable of carrying their wealth to battle.

Known for their own side businesses extorting tolls on the roads they walk there is no end to the greed of these Hobgrots.

When mercenaries are brought to battle it is the Tolltaker who tracks their every move, docking wages for those who fail to meet their discerning appetite for violence.

DESCRIPTION
A Hobgrot Tolltaker on Sloggoth is a single model armed with a Tolltakers Lash.

Mount:
This models Sloggoth attacks with its Raking Claws and are treated as belonging to a Mount.

ABILITIES
Keeping the Tally: *The Paymaster is responsible for making sure every coin paid to a mercenary has been earnt on the field of battle. Under his watchful eye soldiers fight to excel and earn their wage.*

Add 1 to hit rolls for attacks made with melee weapons by friendly units that are wholly within 18" of any friendly units with this ability.

Snotling Attendants: *Guardians of the wealth of the Sellswords the Tolltakers are known to revel in the gold around them. Bloated and gluttonous Hobgrots they are attended by a crew of Snotlings tasked with catering to their appetites and protection.*

This model starts the battle with 3 Snotling attendant tokens, each time this model suffers a wound or mortal wound whilst they have Snotling Attendants remaining roll a D6, on a 4+ that wound is ignored and a Snotling Attendant token is removed.

At the start of each of your Hero Phases if this model has less than 3 attendants remaining you may add D3 Snotling attendant tokens (to a maximum of 3 assigned to this unit at any one time)

Regeneration: *Being a type of troggoth, the sloggoth is able to regrow injured flesh almost as quickly as it is harmed.*

In your hero phase, you can roll a dice for this unit. If you do so, on a 4+, heal up to D3 wounds allocated to this unit.

Keywords: **Destruction, Malevolent Sellswords, Hobgrots, Hero, Paymaster, Tolltaker**

WARSCROLL

HOBGROT KAPTAIN

Leader
70 Points
Unit Size
1

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Bident Stikka	2”	4	3+	3+	-1	1

Hobgrot Warlords are unable to summon daemons in the same manner as Chaos Lords. Denied such gifts their captains are clad in horrific garb to mimick the daemons instead, building their masters legends of daemons at their bidding.

Many march to war carrying the Bident Stika upon which their fortune has been forged, hunting prime targets to trade for more wealth and power.

DESCRIPTION
A Hobgrot Kaptain is a unit consisting of a single model aremed with a Bident Stikka

ABILITIES
Kaptain of the Guard: *Minor Warlords in their own right the Slaver Kaptains true strength is in reflecting the power of greater warriors.*

Friendly **Hobgrots** Units wholly within 6 inches of this unit may use its Bravery Characteristic intead of their own

When this **Hero** issues a Command to a friendly **Hobgrots** unit wholly within 6 inches both units (this Hero and the selected unit) benefit from receieving that Command.*

**(Without spending an additional command point)*

Slavers Tools: *The Kaptains bident is as much a tool of their slaving trade as a weapon, used to grab an opponents neck to prevent them closing the gap and landing lethal blow.*

At the start of the Combat Phase select a single enemy Hero that is not a Monster or Warmachine and roll a D6. On a 3+ that unit may not make a pile in move during the Combat Phase

Keywords: **Destruction, Malevolent Sellswords, Hobgrots, Hero, Warlord, Kaptain**

Battleline
100 Points
Unit Size
10

WARSCROLL

HOBGROT LEGIONNAIRES

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Legionnaire Stikkas	2”	2	4+	4+	-	1

Clad in runic scrap metal armour and bearing crudely sharpened spears to battle the ranks of the Hobgrot Legions are marred by a litany of shields showing allegiance to countless fell masters.

Their ruthless task masters the Throat Cuttas ensure none shame the paymaster by fleeing before payment has been secured.

DESCRIPTION
A Hobgrot Legionnaires unit has 10 or more models armed with Legionnaire Stikkas

Champion
The champion of this unit is a Throat Cutta, a Throat Cutta may use the Cruel to Cowards ability

Standard Bearer
1 in every 10 models in this unit can be a False Idol Bearer. If this unit receives the Rally command while it includes False Idol Bearers, when you roll a dice for a slain model from this unit, you can return 1 slain model to this unit on a 5+ instead of only a 6.

Musician
1 in every 10 models in this unit can be a Noise Maker, add 1 to run and charge rolls if this unit includes any Noise Makers

ABILITIES
Legionnaire Stikkas: *Greed still fuels the Mutineers, they gather and horde all that they longed for in life. Grog no longer able to be consumed is oft lit and used to engulf a foe in creeping flame and sow panic.*

When making attacks with this units Legionnaire Stikkas, any unmodified roll to wound of a 6 have a rend characteristic of -1.

Cruel to Cowards
At the start of the Battleshock phase, if this unit includes a Throat Cutta you may declare he is using this ability. If you do so remove 1 model from this unit as slain, and for the duration of that phase friendly Hobgrots units wholly within 12 inches do not need to take Battleshock Tests.

Keywords: Destruction, Malevolent Sellswords, Hobgrots, Legionnaires

Mobs of Hobgrot Slittaz have often been witnessed accompanying the Kruleboyz orruks to war. These malicious little brutes delight in eviscerating the foe with their slitta-knives and employing explosive devices pilfered from their duardin paymasters to blow unlucky enemies apart.

Battleline
100 Points
Unit Size
10

WARSCROLL

HOBGROT SLITTAZ

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Sulphuric Scrap-Grenades	8”	1	4+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Slitta Knives	1”	2	4+	5+	-	1

DESCRIPTION

A Hobgrot Slittaz unit has 10 or more models armed with Slitta Knives and Sulphuric Scrap-Grenades

Champion
1 model in this unit can be a Hobgrot Boss. Add 1 to the Attacks characteristic of that model's Slitta-knives.

Musician
1 in every 10 models in this unit can be a Noise-maker. This unit can run and still shoot later in the turn if it includes any Noise-makers.

ABILITIES

Stab 'Em Good: *Hobgrot Slittaz are surprisingly dexterous and are able to wield two weapons extremely effectively (for grots).*

If the unmodified hit roll for an attack made with Slitta-knives is 6, that attack scores 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

Keywords: **Destruction, Malevolent Sellswords, Hobgrots, Hobgrot Slittaz**

WARSCROLL

HOBGROT SKIRMISHERS

- 105 Points Unit Size 10

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Barbed Shoota	16”	1	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Gouger Knives	1”	1	5+	5+	-	1

Often the first anyone hears of a Hobgrot Skirmisher is the agonising wrench of a Barbed arrow tearing flesh and muscle.

They take malicious joy in the cruelty of their arsenal, seeking to inflict maximum pain and toy with their prey before delivering a final blow.

DESCRIPTION

A Hobgrot Skirmishers unit has 10 or more models armed with Barbed Shootas and Gouger Knives

Champion

1 model in this unit can be a Hobgrot Hunta. Add 1 to the Attacks characteristic of that model's Barbed Shoota.

Musician

1 in every 10 models in this unit can be a Huntcalla. This unit is considered to be in coherency if each model is within 1 inch of at least one other model from its unit regardless of size if it includes any Huntcallas.

ABILITIES

Fill em with Barbs: *Hobgrot Slittaz are surprisingly dexterous and are able to wield two weapons extremely effectively (for grots).*

In the Shooting Phase any units with this ability more than 3 inches from any enemy models may choose to use it, if you do so add 1 to the attack characteristic of that units Barbed Shoota. A unit that uses this ability may not receive the Unleash Hell command in your opponents next turn.

Keywords: **Destruction, Malevolent Sellswords, Hobgrots, Hobgrot Skirmishers**

WARSCROLL

HOBGROT SAPPERS

- 115 Points Unit Size 7

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Diggas Pick	1”	2	4+	4+	-1	1
Goring Tusks	1”	2	4+	3+	-	1

It is a fool who thinks walls or fortification can blunt the advance of the Hobgrots. They have studied the way of the Duardin and Ratkin to train their Sappers to carve stone and dirt and create new avenues of approach.

Once the tunnels have been dug incendiary boars are unleashed down the winding passage, sowing panic and confusion in the settlements before the attack begins.

DESCRIPTION

A Hobgrot Sappers unit has 7 or more models armed with Diggas Picks

Champion
The champion of this unit is a Diggaboss, add 1 to the attack characteristics of this models Digga Pick

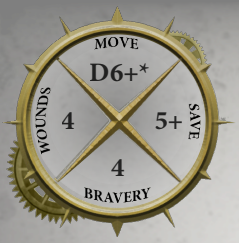
Incendiary Boars
2 in every 7 models in this unit may be Incendiary Boars who attack with Goring Tusks. At the end of any combat phase in which they fought you may ignite one or more incendiary boars, if you do so select an enemy unit within 3 inches of that model and roll a d6, on a 2+ that unit suffers D3 mortal wounds. Once this has been resolved remove that Boar as slain.

ABILITIES

Diggas: *The Underway houses Duardin and Skaven clashing in every darkened tunnel, Hobgrotz Diggas have studied their unique digging style to cement their own skills and cunning approach.*

Instead of setting up a unit with this special rule up normally you may instead set them and 1 additional **Hobgrots** unit up Digging. If you do so at the end of your first movement phase select 1 terrain feature on the battlefield, that terrain feature gains the Deadly rule and you may set up both units wholly within 6 inches of that terrain feature and more than 9 inches from any enemy models

Keywords: **Destruction, Malevolent Sellswords, Hobgrots, Hobgrot Sappers**



WARSCROLL

HOBGROT KOLLECTORS

ON KLATTERWAGONS

- 65 Points Unit Size 1

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Junka Shivs	1"	*	5+	5+	-	1
Sweeping Stika	2"	3	4+	3+	-1	1

Wounds Remaining	Snotling Crew
4-3	3
2	2
1	1

Hobgrot Kollectors are the cruel henchmen of the Paymasters, seeking the collect on the debts for their employer and take a cut of the profit.

Over time many have accrued litters of Snotling Pumpwagons, seeking the reinforce the front plate and ride atop these war-machines in battle to elevate themselves above the masses

DESCRIPTION

A Hobgrot Kollectors on Klatterwagons unit has 1 or more models armed with Sweepin Stikkas

Champion

If this unit includes two or more models one may be a Chief Kollector, Add 1 to the attack characteristic of a Chief Kollectors Sweeping Stikka

SNOTLING CREW

A number of this units profiles have a Characteristic of *, this is dictated by the number of Snotlings armed with Junka Shivs that Klatterwagon has remaining.

This units Movement Characteristic is always determined by the model with the fewest Snotling Crew remaining.

In addition when this unit make a run move do not roll a for the run, instead when making. Run move this unit has a movement characteristic of 6 + *

ABILITIES

Stick Em Quick: *The charge of a Klatter Wagon is a bizarre and bewildering sight, often leaving a foe entirely unaware of the cunning Hobgrot atop it seeking to harness its momentum and jab them.*

Add 1 to the Damage Characteristic of this units Sweeping Stikka if they made a charge move in the same turn.

Run Em Down: *The maniacal pumping of the Snotling crew to keep the Klatterwagon in motion is hastened by the promity of enemies larger than them (and there are few who aren't), dragging nearby foes under the nail strewn barrel at the front of this ramshackle contraption*

At the end of every charge phase, if there are any enemy units within 1 inch of this unit roll a D6 for each model in this unit. On a 4+ select an enemy unit within 1 inch of that model, that unit suffers a number of mortal wounds equal to this models current remaining Snotling Crew.

Keywords: Destruction, Malevolent Sellswords, Hobgrots, Klatterwagons, Kollectors

WARSCROLL

EYEZ OF VULCATRIX

- 140 Points Unit Size 1

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Burnin’ Stare	9”	4	3+	3+	-2	D3

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Reachin’ Pole and Grabbin Net	2”	2	4+	4+	-	1

Though devoid of Arcane resonnance themselves the Hobgrotz crave the power it could give them. They covet the sheer destruction, dragging chained wizards to stare upon the shards of Vulcatrix to witness the spirit of the Godbeast burn behind the eyes of the Arcane.

Those who have beheld a share are ever entwined with it, her burning form now scorched into their minds. All these tortured beings stare upon is rendered to ash and agony.

The Hobgrotz delight in weaponising those who possess such an ailment, chaining them and dispatching them to war with cruel Minderz intent to set their burning will upon the foe.

DESCRIPTION

A unit of Eyez of Vulcatrix consists of a single base including one Eye of Vulcatrix and two Hobgrotz Minderz armed with Reachin’ Poles and Grabbin’ Nets

Eye of Vulcatrix:
This models Burnin’ Stare is treated as a mount attack for all rules purposes.

WIZARD

This Unit is a Wizard, it can attempt to cast 1 spell in your Hero Phase and attempt to unbind 1 spell in the enemy Hero Phase. It knows the Arcane Bolt, Mystic Shield and Arcane Sight.

SPELL

Arcane Sight:
Naturally attuned the the Arcane winds, this agonised prisoner can resonnate with them and project their lethal stare much further.

Arcane Sight has a casting value of 5. If successfully cast until your next Hero Phase this models Burnin’ Stare has a range characteristic of 15”.

ABILITIES

Turned to Ash: *This chained wizard has stared deep into as shard of Vulcatrix, her incandesent form lives on behind their eyes to render all they look upon to ash.*

If the unmodified to Hit roll for an attack with this models Burnin’ Stare is a 6, that attack inflicts D3 Mortal Wounds and the attack sequence ends

Agonising Encouragement: *The Hobgrotz are a cruel and irredeemable bleed, willing to exact excruciating torture to those they have chained if it gets them where they need to go.*

In the Hero Phase you may declare this units Hobgrotz Minderz will give their ward agonising encouragement, if you do so this unit suffers 1 Mortal Wound and may add 1 to casting, unbinding and dispelling rolls until your next hero phase.

Keywords: Destruction, Malevolent Sellswords, Hobgrots, Wizard, Eyez of Vulcatrix

MERCENARIES, SELLSWORDS AND VILLAINS

THE COST OF DOING BUISNESS

HOBGROTS				
Name	**Starting Size**	**Battlefield Role**	**Notes**	**Points**
Hobgrot Centurion with Slave Ogor	1	LEADER	Single	140
Hobgrot Tolltaker	1	LEADER	-	165
Slaver Kaptain	1	LEADER	Single	70
Hobgrot Legionnaire	10	BATTLELINE	-	100
Hobgrot Slittas	10	BATTLELINE	-	100
Hobgrot Skirmishers	10	-	-	105
Hobgrot Sappers	7	-	-	115
Eyes of Vulcatrix	1	-	-	140

MERCENARIES

Below are the Mercenary warscrolls available to a Malevolent Sellswords Army in addition to those included in this Battletome. When selecting **Mercenary** units for a **Malevolent Sellswords** army each fall under one of four classifications, these denote how many may be taken within your army:

COMMON: Units that are common suffer no additional limitations to unit numbers
UNCOMMON: 1 in every 2 Units within a Malevolent Sellswords army may be an Uncommon Unit.
RARE: 1 in every 4 Units within a Malevolent Sellswords army may be an Rare Unit.
EXCEPTIONAL: Only a single unit in a Malevolent Sellsword army may be an Exceptional Unit.

Units added to your army in this manner gain the **Malevolent Sellswords** and **Mercenary** keywords

Name	**Starting Size**	**Battlefield Role**	**Notes**	**Points**
Marauder Horsemen	10	Battleline	**COMMON**	110
Iron Golems	8	-	**COMMON**	75
Splintered Fangs	10	-	**COMMON**	75
Corvus Cabal	9	-	**COMMON**	70
Ard Boyz	5	-	**COMMON**	85
Black Ark Corsairs	10	-	**COMMON**	85
Chaos Chariot	1	-	**UNCOMMON**	100
Darkoath Chieftan	1	Leader	**UNCOMMON**	85
Bolt Boyz	3	-	**UNCOMMON**	120
Orruk Brutes	5	-	**UNCOMMON**	160
Irondrakes	10	-	**UNCOMMON**	170
Freeguild Greatswords	10	-	**UNCOMMON**	150
Freeguild Pistoliers	5	-	**UNCOMMON**	105
Boingrot Bounderz	5	-	**UNCOMMON**	105

MERCENARIES				
Name	**Starting Size**	**Battlefield Role**	**Notes**	**Points**
Rockgut Troggoths	3	-	UNCOMMON	145
Skyre Acolytes	5	-	UNCOMMON	65
Warlock Engineers	1	Leader	UNCOMMON	125
Rat Ogors	2	-	UNCOMMON	95
Namarati Thralls	10	-	UNCOMMON	130
Leadbelchers	4	-	UNCOMMON	180
Ironguts	4	-	UNCOMMON	235
Grundstock Thunderers	5	-	UNCOMMON	135
Hearthguard Bezerkers	5	-	UNCOMMON	160
Fomoroid Crusher	1		RARE, SINGLE	100
Ogroid Myrmidon	1	Leader	RARE, SINGLE	125
Sphiranx	1		RARE, SINGLE	95
Beast-skewer Killbow	1	Artillery	RARE, SINGLE	110
Breakaboss on Mirebrute Troggoth	1	Leader, Behemoth	RARE, SINGLE	180
Big Stabba	2		RARE	80
Steamtank	1	Behemoth	RARE, SINGLE	195
Gyrocopters	3		RARE	225
Mangler Squig	1		RARE, SINGLE	275
Dankhold Troggoth	1		RARE	170
Skitterstand Arachnarok	1	Behemoth	RARE, SINGLE	180
Warplock Jezzails	3	Artillery	RARE	145
Warplightning Cannon	1	Artillery	RARE, SINGLE	185
Thrallmaster	1	Leader	RARE, SINGLE	110
Ironblaster	1	Artillery	RARE, SINGLE	130
Mancrusher Gargant	1		RARE, SINGLE	170
Blood Knights	5		RARE	195
Arkanaut Frigate	1	-	RARE, SINGLE	250
Runeson on Magmadroth	1	Leader, Behemoth	RARE, SINGLE	320
Megaboss on Mawkrusha	1	Leader, Behemoth	EXCEPTIONAL, SINGLE	480
Frostlord on Stonehorn	1	Leader, Behemoth	EXCEPTIONAL, SINGLE	430
Gatebreaker Megagargant	1	Leader, Behemoth	EXCEPTIONAL, SINGLE	525
Krakeneater Megagargant	1	Leader, Behemoth	EXCEPTIONAL, SINGLE	490
Warstomper Megagargant	1	Leader, Behemoth	EXCEPTIONAL, SINGLE	470
Royal Terrorgheist	1	Behemoth	EXCEPTIONAL, SINGLE	305

TRUST IS BOUGHT…

ALLIES - A Malevolent Sellswords army may not take any Allies but may select an Incarnate following the normal rules.

SWORN TO THE FLEET, SWORN TO THE ABYSS

KITBASHED

DEATH FACTION

THE ABYSSAL FLEET

ABYSSAL FLEET BATTLE TRAITS

On the following pages you will find additional rules and abilities for your Abyssal Fleet army. These include additional powerful allegiance abilities and battalions for using your army in games of *Warhammer Age of Sigmar.*

This Battletome supplement is entirely written from a fan perspective by those who enjoy and embrace the vibrant lore and gameplay of Games Workshops Age of Sigmar setting. Characters and locations within the Mortal Realms that have been referenced are the property of Games Workshop, utilised for the purposes of embracing and expanding the game to encompass new realms, city themes and cultures within the Age of Sigmar. Similarly any artwork used is done with utter reverence to those with the talent to create it for the setting, and is in no way my own work and remains the property of the original creators who managed to envision and execute work to such quality.

ALLEGIANCE ABILITIES

PLAYING AS THE ABYSSAL FLEET

ETERNITY TO PLUNDER
Friendly **Abyssal Fleet** units have a Ward Save of 6+ whilst wholly within 9 inches of a friendly **Accursed Vessel.**

Add 1 to this dice roll if the unit being rolled for is an **Accursed Vessel**. In addition friendly **Accursed Vessels** each count as 5 models for the purposes of holding an objective.

CANNIBALISTIC APPETITES
At the start of your Hero Phase any **Accursed Vessel** units who have lost any wounds this battle within 3 inches of an **Abyssal Crew** unit may elect to consume their crew.

To do so each **Accursed Vessel** using this ability selects an **Abyssal Crew** unit within 3 inches of it, that unit immediately suffers D3 mortal wounds. The chosen **Accursed Vessel** heals a number of wounds equal to those inflicted.

Each Vessel may only use this ability once per Battle Round.

DEAD MEN TELL NO TALES
Some say to be touched by a weapon wielded by the Abyssal pirates is to have your soul marked for the abyss…
If the unmodified hit roll for an attack made by an **Abyssal Fleet** model is a 6, that attack wounds automatically. Make a save roll for wounds caused by this ability as normal.

INFAMY
Heroes within an Abyssal Fleet army each forge a legend of their own on the field of battle.
At the beginning of the battle every **Abyssal Fleet Hero** has an Infamy of 0, and may gain infamy through a number of actions representing their pillaging, butchering or gaining repute through other nefarious means. Throughout the course of the battle keep track of the Infamy accrued by each hero, all abilities gained are cumulative.

Each **Hero** Warscroll indicates how a **Hero** changes with these progressions however the system for gaining Infamy is the same for every classification of **Hero**.

A model gains infamy as soon as any of the below triggers are met:
- The **Hero** is your General at the start of the first Battle Round.*
- The Hero dealt the final wound to a slain enemy **Hero** or **Monster**
- At the end of your turn the **Hero** is contesting an objective that you did not hold at the beginning of your turn

** A model only gains the Infamy for being the General once per battle.*

FLEETS OF RENOWN
An **Abyssal Fleet** army may select a single **Fleet of Renown** (Pg11) that best embodies their reputation upon the seas.

ENHANCEMENTS

SWORN TO THE ABYSS
UNIQUE ENHANCEMENT - COMMAND ABILITIES

An **Abyssal Fleet** army has access to the Unique Enhancement **Sworn to the Abyss**, and may select a single command ability from the table below to be used by an **Abyssal Fleet Hero** in the battle.

Armies may access additional **Sworn to the Abyss** enhancements if they are selected again as an additional enhancement, however each command ability listed may only be used once per battle and may never be duplicated by an army.

A selected **Sworn to the Abyss** command ability may be issued by any friendly **Abyssal Fleet Hero.**

BOUND TO THE MAST
The Pacts of those who were caged in the abyss are inescapable, their very souls tethered to the creaking hulls that have borne them forth from darkness ever to return to them.

Once per battle, at the start of your Hero Phase a friendly **Abyssal Fleet Hero** may issue this command ability, if you do so select a single friendly **Abyssal Crew** unit wholly within range of that hero and remove them from the battlefield. You may immediately set them up again in the garrison of a friendly **Accursed Vessel** anywhere on the battlefield if there is room in that ships garrison to hold the whole unit.*

**Note: If there are no friendly Abyssal Vessels on the battlefield in which to garrison the unit, this command ability has no effect.*

WRITTEN IN BLOOD
The accursed souls of those who make up the fleet have spent eternity tormented in the depths, now the only recompense they seek is in the blood of those who escaped that terrible fate.

Once per battle after a friendly **Accursed Vessel** with a garrison has made a charge move a single friendly **Abyssal Fleet Hero** may issue this command ability, if you do so all friendly **Abyssal Fleet** unit garrisoning that vessel may immediately make a charge move. For the purposes of this move those units may charge despite of being within 3 inches of an enemy unit, and are treated as though they can **Fly*.**

**Note: This allows friendly units to leave the Garrison in the charge phase, however if the charge roll is not sufficient to set up all models from a unit, the charge is considered unsuccessful and the unit remains embarked but may fight as a garrisoned unit where possible.*

A DEBT TO PAY
The Abyss does not willingly let its captives go, however it can… for a price be postponed. Savvy pirates tether the souls of their foes to the very anchor that seeks to drag them back to the depths, paying their debt with the lives of another.

Once per battle at the start of the Combat or Shooting phase when a friendly **Abyssal Fleet** unit is selected to make an attack a friendly **Abyssal Fleet Hero** wholly within range may issue this command ability. If you do so for the duration of that phase enemy units may not use Ward saves against attacks made by that unit

COMMAND TRAITS

REVENANT CAPTAINS ONLY

1 - Soulblight Ancient - *Amongst the most ancient Soulblight are the admirals of the Abyssal fleet, surviving locked away in darkness for millennia only to erupt upon the realms with ravenous hunger.*

Add 2 to the result of any dice rolls of this models Souleater special rule.
Note: This will allow this model to consume models with a wound characteristic of up to 4

2 - Malefic Conjuror —*There is a raw deathly magic that rides the winds of the Maelstrom, those who spend long enough within its coursing tides will soak up some small portion of the magic.*

Add 1 to Casting and Unbinding rolls for this model, in addition this model may know one additional spell from the Lore of the Maelstrom

3 – Madness or Genius—*The fine line between genius and insanity is never thinner than centuries beyond the restraint of the mortal coil*

At the start of your Hero Phase roll a D6, on a 2 or more you may generate an additional command point this turn. On a roll of a 1 however this model may not issue or receive any Command Abilities this turn.

4 - Ferry-mans Prize—*Though many in the Fleet run toward plunder and conquest, others bear the mark of the Ferryman. A debt is due, and already their forms begin to slip back into the shadow of the Depths*

Ignore the Rend characteristic of attacks that target this model, as their semi corporeal form shrugs away such mortal constraints.

5 - Dead-eye—*Accuracy, distance, wind... all can be calculated, memorised, adjusted for. Given enough time in battle all such things are merely practicalities to be adapted to.*

In the shooting phase select one friendly **Abyssal Fleet** unit within 6 inches of this model. Add 1 to Hit Rolls for that unit for the duration of that phase.

6 - Bound to the Fleet—*Some have served upon their vessel for so long the two have become linked on the Spectral Plane, the soul of the ship shifting in battle to envelope and protect those that command them*

If this general is within 3" of a friendly **Abyssal Vessel** you may roll dice before you allocate a wound or mortal wound to this general. On a 4+, pick 1 friendly **Abyssal Vessel** within 3" of this general. That wound is allocated to that unit instead.

COMMAND TRAITS

ABYSSAL FLEET HERO (NOT INCLUDING REVENANT CAPTAINS)

1 - Unnatural Construct- *There are those beings, hideous golems, wrought of the wood from sunken vessels as a puppeteers imitation of blighted life. But should the wrong vessel be used their master might soon find themselves usurped.*

This model gains the **Accursed Vessel** keyword but may not be given a Flagship trait

2 - Usurper- *To many the will of a Captain is a force unable to be refused, to those of more ambitious a nature they are but an obstacle to be overcome to lead the fleets to new plunder.*

At the start of your hero phase if this model alive and has more Infamy than any other friendly Heroes you may gain 1 additional command point. However if this model has equal to or less infamy than another friendly Hero roll a dice at the start of your hero phase, on a roll of a 1 you may not attempt any Heroic Actions that phase.

3 – **Black-marketeer—***The depths hold untold treasures for those willing to risk the crushing pressure and horrors that lurk in the darkness.*

After both sides have setup and before battle begins you select d3 additional **Abyssal Fleet** Heroes to gain an Artefact of Power, each additional Artefact must be randomly generated before being assigned to a hero and no Hero may carry more than one artefact.

4 - Ferry-mans Prize—*Though many in the Fleet run toward plunder and conquest, others bear the mark of the Ferryman. A debt is due, and already their forms begin to slip back into the shadow of the Depths*

Ignore the Rend characteristic of attacks that target this model, as their semi corporeal form shrugs away such mortal constraints.

5 - Dead-eye—*Accuracy, distance, wind... all can be calculated, memorised, adjusted for. Given enough time in battle all such things are merely practicalities to be adapted to.*

In the shooting phase select one friendly **Abyssal Fleet** unit within 6 inches of this model. Add 1 to Hit Rolls for that unit for the duration of that phase.

6 - Bound to the Fleet—*Some have served upon their vessel for so long the two have become linked on the Spectral Plane, the soul of the ship shifting in battle to envelope and protect those that command them*

If this general is within 3" of a friendly **Abyssal Vessel** you may roll dice before you allocate a wound or mortal wound to this general. On a 4+, pick 1 friendly **Abyssal Vessel** within 3" of this general. That wound is allocated to that unit instead.

ARTEFACTS OF POWER

ABYSSAL FLEET HEROES ONLY

One Abyssal Fleet Hero in an Abyssal Fleet army eligible to take an Artefact of Power Enhancement may select one from the table below or the Corebook. No Hero in an Abyssal Fleet army may carry more than one Artefact of Power, and no Artefact of Power may be duplicated within the army.

1 - Flagship—*Many of the treasures of the Abyssal Fleet bear with them legendary curses of their own. Countless souls are said to have wasted their lives staring into the depths of the Beguiling gems infinite majesty.*

Select one **Abyssal Vessel** in your army, that unit gains the **Totem** keyword and may select a Legend of the Deep

2 - Kraken Blade—*Hewn of the jagged shards of the beasts great maw, Kraken Blades are weapons of legendary repute and fiercely prized.*

Select one of this models melee weapons to be the Kraken Blade, Add 1 to the damage characteristic of attacks made with that weapon.

3 - Anchor of the Deep—*Forged from the chains that once locked the crews into the Deep Vault, the Anchors of the deep once affixed to their victim drag them slowly, yet inevitably beyond the veil to the darkest depths.*

Once per battle in the Combat phase, after this model has completed its attacks if any wounds inflicted by this model were allocated to an enemy model and not negated, and that model has not been slain you may declare they are affixing the Anchor. At the end of that combat phase roll a D6, if the result of that roll is greater than the wounded models remaining Wounds that model is slain.

4 – Soulwrought Pistol—*Some souls are damaged enough never to pierce the veil again, such things can however be bound to the Abyssal weaponry, using their own rent energies to disrupt the souls of a target.*

In the Shooting Phase select an enemy unit within 9 inches of this model and roll a 6 dice, for every 6 that unit suffers a single mortal wound. If more than three of the dice in a single attack roll 1 however the pistol jams and cannot be used for the remainder of the battle.

5 - Sands of the Unmaker—*Trapped within an hourglass lie the sands of the unmaker, able to be turned in battle to undo even the most catastrophic of wounds until their powers are spent.*

Friendly **Abyssal Fleet** units wholly within 9 inches of this model may reroll failed Eternity to Plunder rolls.

6 - Nagashizzan Compass—*The Abyssal Fleet navigate not by conventional means, but by proximity to the Black Pyramid, their compasses seeing beyond the mortal realms.*

Once per turn this model may issue the At the Double or Redeploy command ability without spending a command point.

LORE OF THE MAELSTROM

SPELL LORE: ABYSSAL FLEET WIZARDS ONLY

1 - The Patchwork Soul—*The Heart of an Abyssal Captain is a Blackened void, a life of ill deeds, and a dead of yet more have weakened it. They can, for a time patch this void with the souls of more virtuous creatures.*

This spell has a casting value of 5. If successfully cast, pick 1 friendly **Abyssal Fleet Hero** or **Accursed Vessel** within 6 inches of the caster that is visible to them. You can heal 1 wound allocated to that model. If the unmodified casting value was a double you may instead heal D3 wounds allocated to that model.

2 - Becalmed—*Many a sailor can be left adrift, absent tide or wind, alone amidst the sea with no way to ever reach home. Such a death is a lonely one, but to be so exposed and immobile in the heat of battle could tip many a battle plan.*

This spell has a casting value of 6. If successfully cast select one enemy unit wholly within 18 inches of the caster. Until your next Hero Phase that unit cannot run and may only roll a single D6 when making a charge move.

3 - Marked for the Ferryman—*The blinded eyes of the Ferryman see only those souls marked for death, he sailed the unseen tides of the realms gathering his prize. Some Abyssal Wizards can trick his other-sight by marking souls for his collection.*

This spell has a casting value of 6. If successfully cast select one enemy unit wholly within 18 inches of the caster. Until your next Hero Phase attacks made by friendly **Abyssal Fleet** units against that unit benefit from the **Dead men tell no Tales** ability on a roll of a 5 or 6 instead.

4 - Against Crashing Tides—*The very rage of the sea pushes against foes who seek to come near the target of this spell, every step forward a clash of wills against an opponent of elemental fury and endless depths.*

This Spell has a casting value of 6. If successfully cast select a friendly **Abyssal Vessel** wholly within 12 inches of this model. Until your next Hero Phase enemy units within 6 inches of that model may not end a pile-in move closer to it than they began.

5 – Mutinous Heart—*The Abyssal were Pirates, Cowards and Mutineers in life, such a treacherous nature can be conveyed, for a time at least by imbuing some part of the resonance of the deep vaults into their foes heart driving soldiers against battle brother in a shameful display.*

This spell has a casting value of 7. If successfully cast pick one enemy unit wholly within 18 inches of the caster that is visible to them and roll 1 dice for every model in the unit . For every 5+ that unit suffers a single mortal wound.

6 - The Ferry-mans Bargain—*Not all of the Souls within the Deep Vault have been freed from Nagash, instead they are held that he might extort souls of equal value from the Abyssal Fleet to secure their release. The Lords of the Fleet have been known to mark targets for the Ferryman that their favour might be returned.*

This Spell has a casting value of 8. If successfully cast select an enemy **Hero** within 12 inches of this model and roll a number of dice equal to the unmodified value of this spells casting roll. For every 5 or more that model suffers a mortal wound, if the enemy Hero is slain as a result of this spell, before removing that model setup a friendly Spectral Helmsman model within 3 inches of that models position and more than 3 inches from any other enemy models.

LEGENDS OF THE DEEP

UNIQUE ENHANCEMENT

An **Abyssal Fleet** army may select a single **Accursed Vessel** in a unit no larger than 1 model to receive a Legend of the Deep. You may select one additional **Accursed Vessel** to receive a Legend of the Deep for every **Revenant Captain** in the army after the first, no Vessel may have more than one legend nor may any legend be duplicated within the army.

1 - **Spectral Nightmare** - *The vessels of the Abyssal fleet harbour the souls of so many claimed upon the seas, some even claim the ships themselves consume the souls becoming spirits themselves, conscious vessels borne forth by the anguish of all those who have perished onboard.*

Change this models save characteristic to 5+ and gain the Ethereal Rule, this unit ignores all modifiers (positive and negative) to its save characteristic.

2 - Predatory Soul - *Some vessels bear forth the mark of the Kraken, imbued with its mastery of tide to draw victims into its waiting maw to consume. This ruthless hunger drives the vessel ever onwards seeking new prey to sate its appetites.*

This unit gains the **Monster** keyword.
In addition for this models Cannibalistic Appetites rule roll a d6, on a 2+ you may choose to instead use this ability if this vessel is within 3 inches of any enemy units. If you do so select an enemy unit within 3 inches as the target of the ability

(This Vessel can only attempt to consume Abyssal Crew OR Enemy unit in a single turn, not both)

3 - Gateway to the Maelstrom - *Whilst all vessels are imbued with the power of the Maelstrom that raised them from the depths, some find what was once a broken doorframe rippling with its energies, a conduit for souls from the depths to escape the abyss.*

Once per battle at the end of your movement phase you may set up one additional unit as described in this vessels **An Unsavoury Sort** special rule, this unit must be setting garrisoning or wholly within 3 inches of this Vessel and not within 3 inches of any enemy models.

*The new unit setup is that vessels default garrison as listed on their warscroll and does not benefit from any purchased **Crew Upgrades***

FLEETS OF RENOWN

SUBFACTION ALLEGIANCE

You can pick 1 of the following sub-factions for your army (core rules, 27.2.1). All **Abyssal Fleet** units in your army gain the keyword of the sub-faction you picked, and you can use the allegiance abilities for that sub-faction. If a unit already has a different sub-faction keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its sub-faction.

Fleet	Ability
Scourge of the Karakoast *All those sworn to the Fleet bear greed in their heart, a void that sullies all that could have been good about them. In life the Scourge of the Karakoast butchered their way through the Duardin Karaks long before they had any dark deity to blame, leaving not a single survivor as they pilfered all of value.*	**Born to Plunder:** When determining control of objectives, if an equal number of friendly **Scourge of the Karakoast** and enemy models are within range of an objective, control of that objective goes to the **Scourge of the Karakoast** army.
Bloattide *The Tides of Shyish swell with the bloated corpses of their victims, a high tide can leave the shores littered with the rotting yet unyielding dead. The Bloattide rises higher than the mighty cliffs that shield the land, reaching deep into the continent before receding, hundreds more corpses amidst its waves.*	**The Tides of Death:** At the start of the combat phase select one friendly **Bloattide Abyssal Vessel**, add 1 to Abyssal Storm rolls for that vessel this turn.
Wraith Fleet *Wraiths, Spectres, Banshees and Merfolk. Maybe cultures have haunting tales of creatures that draw sailors to their deaths, but among the most enduring is the Wraithfleet, moving from port to port not for gold or ale but to fill their tally of souls for the ferryman.*	**Wrathful Spirits:** One additional **Wraith Fleet Abyssal Vessel** may receive a **Legend of the Deep**, this must be the Spectral Nightmare legend and is an exception to the rule that no Legend may be duplicated within the army.
Guardians of the Deepvault *Though the Seal may well have been broken there are those amongst the fleet still fearful of the will of Nagash, it is they who have sworn to protect the opening to the Deepvault at all costs, pulling yet more accursed souls from their eternal jail with every passing night.*	**Wardens of the Gate:** Once per turn, when restoring models to a friendly **Guardians of the Deepvault Abyssal Crew** unit using the **Drawn from the Depths** special rule you may restore an additional model to an eligible unit of your choice.
Thieves Bazaar *Infamous even amongst their own kind, those who serve the Thieves Bazaar work for masters far from the Maelstrom and deepvault. Their trade in slave and souls has made them rich beyond belief, though it is a sullied wealth it allows them coin to barter the finest mercenaries.*	**Infamous and Hated:** At the start of the first Battleround you may select D3 different friendly **Thieves Bazaar Abyssal Fleet Heroes**, the selected Heroes start the battle at Infamy 1.

CORE BATTALIONS

You can include any of the following core battalions in your **Abyssal Fleet** army if the battlepack you are using says that you can use core battalions.

All units included in the following battalions must have the **Abyssal Fleet** keyword.

Captains of the Fleet	Scourge of the Seas	Heralds on High

UNIT ICONS
Mandatory/Optional

Commander: Leader

Sub-commander: Leader with a wounds characteristic of less than 10

Abyssal Vessel

Gunnery Wight on Fellbat

Deckdroppers

BATTALION ABILITY ICONS

Magnificent: When you pick enhancements for your army (see 27.3 Core Rules) you can pick 1 extra enhancement

Slayers: Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent

Strategists: Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.

Swift: Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.

MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

THE PIRATES WAY Abyssal Fleet armies only.		
Thieves and Pillagers: *Wealth is eternal, though bodies may rot and souls may wither there is a permanence in the accumulation of wealth beyond measure. It is wealth that can raise kingdoms, burn fleets and slay armies. Wealth and nothing more…* You complete this Grand Strategy at the end of the game if there are no enemy **Heroes** with artefacts of power left on the table and at-least one friendly **Abyssal Fleet hero** with an artefact of power alive.	**Sworn to the Fleet:** *The accursed souls that crew the Abyssal Fleet would be stranded if it weren't for the vessels that bear them forth from the Maelstrom, the hand of Nagash would soon seize them and cast them back to the Deep Vault absent means of escape.* You complete this Grand Strategy at the end of the battle if at-least half your starting **Abyssal Vessels** are alive.	**X Marks the Spot:** *So long were their souls locked in the Deep Vault that vast accumulations of hold they once hid have been lost to the marauders of the fleets. Each carries with them a cache of maps outdated by the eras that have past, seeking out all that was once theirs.* You complete this Grand Strategy at the end of the battle if you hold all remaining Objectives on the table.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

THE PIRATES WAY Abyssal Fleet armies only.	
The Way of the Sword: *Endless immortality is many things, but as the years drag on Dull becomes the main descriptor. To many Revenants their only joy is to risk it all upon the blade in duels upon the high seas.* When selecting this Battle Tactic select a friendly **Revenant Captain**. You complete this Battle Tactic if that unit issues a **Live by the Blade** challenge this turn that either: Slays an Enemy Model Or is refused by your Opponent	**The Wind is with Us:** *With the Maelstrom at their backs the fleets are nigh unstoppable, spreading to all corners of the map and beyond.* You complete this Battle Tactic if at least one friendly **Abyssal Vessel** model is wholly within each table quarter at the end of this turn.
Only Cowards hide Below Deck! *There is a reticence, even for cursed immortals, to step from the safe confines of wooden refuge into the heat of battle. Something the stewards of the ships can cure with lash and pointed word.* You complete this Battle Tactic if at least 3 different friendly **Abyssal Crew** units that started this turn in a Garrison left the Garrison this turn.	**Broken Souls and Buckled Wood:** *All serve the fleet, either upon the vessels or within them. To be devoured by the predatory souls of the vessel is a fate unlike any other,…* You complete this Battle Tactic if at-least 3 friendly **Abyssal Vessels** use the **Cannibalistic Appetites** ability this turn.

FROM THE DEPTHS THEY COME...

The Denizens of the Abyss now rise once more, those who in life knew loyalty to no-one, those bound to the wilds and abandon of the raging seas of the realm. Even in death they defied a god who lay claim to their souls, reaving and ravaging the Temples of Nagash as who sought to break their rebellious wills.

SPITE CAPTAINS

When adding a **Revenant Captain** to your **Abyssal Fleet** army there are countless ways to customise your own with spells, artefacts and command traits to create a unique figure of infamous repute in the Mortal Realms. If however you would like to continue to tale of an existing scourge of the seas there are several pre-set Spite Captains, legendary figures within the fleets who have long been pillaging and plundering the Mortal Realms.

If you select your **Revenant Captain** to be a **Spite Captain** they must select the **Command Trait** and **Artefact of Power** shown on their entry, this means in Matched Play they must be your **General** and receive your first **Artefact of Power Enhancement.**

In **Path to Glory** adding the **Spite Captain** to your roster automatically grants the **Artefact of Power** and **Command Trait** from their entry to your Vault, but these can only be assigned to the **Spite Captain** that brought then. Additionally a Spite Captain can never be your **Path to Glory Warlord.**

Spite Captains start the game at **+1 Infamy**, this means if this model is also your **General** they begin the game at **Infamy 3.**

ORGRIN OATHBREAKER

The Second-Prince of a powerful Duardin Dynasty in the gold rich Karakoast region of Chamon whose green and thirst for power rapidly outgrew his not inconsiderable wealth and status. Orgrin would settle for nothing less than total control of the Karak and its mountains of gold. Using his personal wealth he raised a fleet of thugs and thieves, laying siege to the Coasts of Chamon. His thirst for gold and power have endured far beyond death.

Command Trait: Dead-Eye
Artefact of Power: Soulwrought Pistol

SYREEN IRESPITE

Anguish persists far beyond death, even beyond the vault itself. Syreen witnessed first hand the wrath of Nagash as he sought to render the armadas to dust, out of sheer spite she sailed her fleet into the heart of Shyish, plundering the temples of Nagash and hiding their bounty in concealed stashes across the realms. In return she was fated to watch as he tore all captains who swore loyalty to her asunder, robbed of sleep and food as her thirst of vengeance sustained her never giving up the locations of his prized treasures.

Command Trait: Bound to the Fleet
Artefact of Power: Sands of the Unmaker

ANGELE BLACKCREST

There are few in the Realms who can claim to have locked blades with Angele and come away the better, taking every opportunity in battle to test her skill and do battle with the finest duellists in the Realms legend tells that she has made a deal with the Ferryman himself, that none may claim her live that do not do so in fated duel. The flag of the Blackcrest has been flown over many a butchered settlement, a testament then that her match has yet to be found

Command Trait: Ferrymans Prize
Artefact of Power: Krakenblade

Leader
140 Points
Unit Size
1

WARSCROLL

REVENANT CAPTAIN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Spirit Possessed Sabre	2”	4	3+	3+	-1	D3
Souleater	1”	1	3+	See Below		

Born of the Maelstrom and caged for eternities in the depths of Nagashes Abyssal prisons, these murderous and blood soaked Vampires can be trusted to honour loyalty to none save for the Maelstrom that has unleashed the from their cage to lead the fleets once more unto battle. Masters of blade and ship, feared across the realms they exalt in the please of the plunder.

DESCRIPTION

A Revenant Captain is a single model, who strikes out at a foes with a spectral Spirit Possessed Sabre and may in the heat of battle use their Soul Eater fanged maw to rip soul from body.

INFAMY

If this model is taken as part of an **Abyssal Fleet** army it may use the table below as part of the **Infamy Battle Trait**

Infamy	Effect
0	**No Effect**
1	**Arcane Manipulator** In each of your opponents Hero Phases this model may attempt to unbind a single spell as though they were a WIZARD
2	**Master Shipwright** When using this models Steward of the Fleet ability you may instead heal 3 wounds on the target vessel.

WIZARD

This model is a Wizard, it can attempt to cast 1 spell in your Hero Phase and attempt to unbind 1 spell in the enemy Hero Phase. It knows the Arcane Bolt, Mystic Shield and The Drowned Mans Gasp spells.

SPELL

The Drowned Mans Gasp:
There is little panic like that of the drowning man, as bitter water floods the airways and naught but a strangled gasp can escape their lips.

The Drowned Mans Gasp has a casting value of 6. If successfully cast you may select a single enemy unit wholly within 18 inches of this model, that unit may not issue or receive any command abilities until your next Hero Phase.

ABILITIES

Souleater: *The ancient Vampires that form the Captains of the Abyssal fleet are sated not by blood alone, consuming souls wholesale to temper their hunger.*

When making an attack with this weapon select an enemy model within 1 inch as the target. If an attack with this weapon hits successfully roll a D6, if the result is at least double the target models wound characteristic that model is slain, and this model immediately heals a number of wounds equal to that models save characteristic.

Live by the Blade: *The Revenant Captains earn their reputation not by politicking but through skill with a blade and a tally of foes slain on the seas.*

At the start of the combat phase a single friendly model with this ability may elect to issue a challenge to an enemy **Hero** or Unit Champion within 3 inches of this model. If your opponent accepts the challenge for the duration of this phase both models must direct all of their attack at each other but may add 1 to all Hit Rolls.

If your opponent declines the challenge that unit may only fight at the end of the combat phase after all other models have been selected to fight.

Keywords:	Death, Abyssal Fleet, Abyssal Crew, Soulblight, Wizard, Hero, Revenant Captain

WARSCROLL

GUNNERY WIGHT

Leader
140 Points
Unit Size
1

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Rotdrenched Blunderbuss	12”	4	4+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Fellbat Talons	1”	3	4+	4+	-	1

Ancient masters of power and shot the Gunnery Wights maintain the mighty arsenal of the Abyssal Fleet, their rotting eyes knowing ever fault and curve of the great cannons and bombards. Their prowess is such that their very presence spurs the dead to quicken shot, able to fly from vessel to vessel on ravenous Fellbats to ensure every gun under their command excels in destruction.

DESCRIPTION

A Gunnery Wight is a unit consisting of a single model armed with a Rotdrenched Blunderbuss

INFAMY

If this model is taken as part of an Abyssal Fleet army it may use the table below as part of the Infamy Battle Trait

Infamy	Effect
0	**No Effect**
1	**Master of Shot** Add 6 inches to the range of this models Rotdrenched Blunderbuss weapon and Too Close to Miss Ability
2	**Lord of the Cannonade** When using this models Reload and Fire ability you do not need to spend a command point

FELLBAT

This units Fellbat is a **Mount** that allows this unit to **Fly**. It may attack with its Fellbat Talons

A FINE PERCH

This unit may Garrison friendly **Abyssal Vessels** without counting toward the number of models garrisoning that vessel.

ABILITIES

Too Close to Miss: *The sheer weight of leadshot unleashed by these ancient blunderbusses may not be accurate, but at short enough range even the least experienced shot can hit the target.*

When making an attack with this units Rotdrenched Blunderbuss in the Shooting Phase, if the target unit is within 6 inches of the firing model the attack hits automatically

Reload and Fire!- *Masters of the guns of the Fleet, the presence of a Gunnery Wight can spur even the dead to load shot faster.*

Once per turn this model may issue the All out Attack (in the Shooting Phase only) or Unleash Hell command ability to a friendly **Abyssal Fleet** unit even if that command ability has been issued by another friendly unit in the same phase.*

**This does not allow this unit to issue more than one command ability per phase, nor does it allow a unit to receive more than one command ability per phase.*

Keywords:	Death, Abyssal Fleet, Abyssal Crew, Deadwalker, Hero

WARSCROLL

QUEEN OF WRECKS

Leader
200 Points
Unit Size
1

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Goresoaked Trident	1”	7	3+	3+	-1	1

DESCRIPTION
An Queen of Wreck is a single model, she may lash out in the combat phase with her Goresoaked Trident

INFAMY
If this model is taken as part of an **Abyssal Fleet** army it may use the table below as part of the **Infamy Battle Trait**

Infamy	Effect
0	No Effect
1	**Ethereal** Ignore modifiers (positive or negative) when making save rolls for this model.
2	**The Storm Breaks** When using this models Veil of Delusion ability in the Hero Phase you may pick which delusion this model is under.

WIZARD
This model is a **Wizard**, it can attempt to cast 2 spells in your Hero Phase and attempt to unbind 2 spells in the enemy Hero Phase. It knows the Arcane Bolt, Mystic Shield and The Sirens Allure spells.

SPELL
The Sirens Song: *The Queen of Wrecks feast on the anguish and agony of others, using it to sustain themselves as their haunting song rips it away from their victims.*
.
The Sirens Song has a casting value of 7. If successfully cast you may pick an enemy unit wholly within 18 inches of the caster and roll a number of dice equal to that units wounds characteristic. Every unmodified roll of a 6 inflicts a single mortal wound on that unit and heals 1 wound allocated to this model earlier in the battle.

ABILITIES
Misery Loves Company: *Misery courses through the realms like a river, and flows toward the Queens of Wrecks like the rain returning to the ocean.*

Once per battle if you have any models with this special rule, at the end of your movement phase you may setup a unit of 4 **Myrmourn Banshees** wholly within 6 inches of this model and more than 9 inches from any enemy models. These models gain the **Abyssal Fleet** keyword for the duration of the battle.

Ravaged by Grief: *Much like her land bound kin the Banshees that become the Queen of Wrecks are torn asunder by their own grief. Prone to sudden switches from benevolent sea wardens to wrathful tormentors*

At the start of each of your Hero Phases roll a D6 for each model with this special rule in your army and consult the chart below. These abilities are in effect until your next Hero Phase

1-3 Steward of the Sea - Add 1 to Casting, Dispelling and Unbinding rolls for this model.
4-6 Vengeful Spirit - You may add 1 to hit rolls for attacks made by this unit in the combat phase.

Said to once be priestesses serving the Goddess of Tides their Banshees Song held storms at bay to allow faithful sailors safe passage.

In the Ages since Nagash consumed their Goddess the grief and madness of their loss has consumed them.

At times they continue to serve their benevolent purpose, but all too quickly descend into wrathful abominations as their loss consumes them once more and all nearby are made to suffer.

Keywords:	Death, Abyssal Fleet, Abyssal Crew, Malignant, Wizard, Hero

Leader
90 Points
Unit Size
1

WARSCROLL

SPECTRAL HELMSMAN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Chillblade	1”	4	3+	3+	-1	1

Seers, Prophets and Doomsayers in life, the Spectral Helmsmen have long had sight of the tides of death crashing unseen all around the mortal plane. It is this sight beyond sight that allows them to guide the fleet on hidden tide and back from the Abyss that once claimed it, their very souls bound to the vessels that now bear them forth in a symbiotic relationship.

DESCRIPTION
A Spectral Helmsman is a single model armed with a Chillblade

INFAMY
If this model is taken as part of an **Abyssal Fleet** army it may use the table below as part of the **Infamy Battle Trait**

Infamy	Effect
0	**No Effect**
1	**Arcane Manipulator** In each of your opponents Hero Phases this model may attempt to unbind a single spell as though they were a WIZARD
2	**Master Shipwright** When using this models Steward of the Fleet ability you may instead heal 3 wounds on the target vessel.

Ethereal
Ignore modifiers (positive or negative) when making save rolls for attacks that target this model

ABILITIES
Steward of the Fleet: *The Helmsmen may be the only souls in the fleet older than the vessels themselves, many claiming to have been present in the eras long since passed when these mighty vessels were first assembled and tasked with maintaining them.*

At the start of each of your Hero Phases select a single friendly **Accursed Vessel** within 3 inches of each friendly model with this ability That model immediately heals d3 wounds lost earlier in the battle.

Spectral Navigator: None can navigate the Maelstrom better than the Helmsman of Nagash, able to steer through the spectral tides to appear from unexpected quarter.

If any models with this special rule are setup garrisoning an **Accursed Vessel**, after both sides have setup but before determining first turn you may make a normal move with that **Accursed Vessel**.

Keywords:	Death, Abyssal Fleet, Abyssal Crew, Malignant, Hero

Crew
* Points
Unit Size
10

WARSCROLL

CUTTHROAT MUTINEERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Shiversabres	1”	2	4+	3+	-1	1
Deadmans Hooks	2”	2	4+	4+	-	1

The Mutineers of the Abyssal fleet are a motley assortment of the living dead raced from nigh every race found to litter the mortal realms. Deckhands and crew of the raised vessels of Nagash in battle they brandish ancient weapons with keen edge to massacre others to join their ranks

DESCRIPTION

A Cutthroat Mutineers unit has 10 or more models armed with either Shiversabres or Deadmans Hooks

First Mate

The champion of this unit is a First Mate, a First Mate may use the Bottle of Grog ability.

ABILITIES

Bottle of Grog: *Greed still fuels the Mutineers, they gather and horde all that they longed for in life. Grog no longer able to be consumed is oft lit and used to engulf a foe in creeping flame and sow panic.*

At the start of the Combat Phase this units First Mate can throw a bottle of grog, if they do so select an enemy unit within 3 inches of this model and roll a D6. On a 4+ that unit is engulfed in flame cannot receive Command Abilities until the end of the turn.

Drawn from the Depths - *To die at the hands of the Fleet is to be suffocated on a tide of tainted waters of Shyish, only to be returned a mournful tormented shadow of your former self.*

At the start of the Battleshock phase, roll a number of dice for each enemy unit still on the battlefield equal to the number of models they lost this turn. For every results of a 4 or more their corpse can be used to add* a single model with a wounds characteristic of 1 to a friendly unit with this special rule within 6 inches of that unit.

**This can be used to take a unit above its starting size.*

Base Size: 32mm Round

Keywords:	Death, Abyssal Fleet, Abyssal Crew, Cutthroat Mutineers

Crew
* Points
Unit Size
10

WARSCROLL

BLOATTIDE DROWNED

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Vomit of the Deep	6”	2	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Rotting Limbs	1”	2	5+	4+	-	1

Corpses of the Drowned drawn to battle on the tides of the Maelstrom these tortured souls know little but agony, their every step is a torturous stretching of porous flesh as the waters of the dead pour from every orifice seeking to drag others beneath the waves to join their ranks.

DESCRIPTION
A unit of Bloattide Drowned consists of 10 or more models each attacking with their Rotting Limbs.

3 in every 10 models in this unit is a Gargantuan Bloater.

Gargantuan Bloater
This model has a Wound Characteristic of 3. Gargantuan Bloaters gains Vomit of the Deep in addition to their swollen limbs

ABILITIES
Bloated Flesh: *The water logged flesh of the Bloattide can absorb even the most mortal blows with a sopping wet thud as spongy flesh simply flexes away the attacker.*
Enemy attacks that target models in this unit subtract 1 from their To Wound rolls

Carried on the Tide: *Pulled to battle as debris atop the tides of the maelstrom the Bloattide erupt upon a foe from unseen quarter to bury them beneath swollen flesh.*

Add 1 to the attack characteristic of this units Melee Weapons on a turn they charged.

Drawn from the Depths - *To die at the hands of the Fleet is to be suffocated on a tide of tainted waters of Shyish, only to be returned a mournful tormented shadow of your former self.*

At the start of the Battleshock phase, roll a number of dice for each enemy unit still on the battlefield equal to the number of models they lost this turn. For every results of a 4 or more their corpse can be used to add* a single model with a wounds characteristic of 1 to a friendly unit with this special rule within 6 inches of that unit.

**This can be used to take a unit above its starting size.*

Keywords:	Death, Abyssal Fleet, Abyssal Crew, Deadwalker, Bloattide Drowned

Crew Upgrade
* Points
Unit Size 10

WARSCROLL

GUNNERY MOB

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Rusted Blunderbuss	12”	2	4+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Heavy Gunstock	1”	1	5+	5+	-	1

Rotting decrepit muscles barely able to raise their rusted Blunderbusses there is little refinement or skill to the Gunnery mobs of the abyssal fleet, relying instead on the sheer weight of fire to ensure a foe cannot possibly be missed at a short enough range.

DESCRIPTION
A Gunnery Mob is a unit of 10 or more models armed with ancient and rusted Blunderbusses with which to shoot a foe, or club them with the heavy gunstock.

Rotting Marshal
The champion of this unit is a Rotting Marshal, add 1 to the attacks characteristic of this models Rusted Blunderbuss

ABILITIES
Too Close to Miss: *The sheer weight of lead-shot unleashed by these ancient blunderbusses may not be accurate, but at short enough range even the least experienced shot can hit the target.*

When making an attack with this units Rusted Blunderbuss in the Shooting Phase, if the target unit is within 6 inches of the firing model the attack hits automatically

Gunnery Mob: *Loud, unruly and undisciplined fire mark the presence of a Gunnery Mob, yet still many a captain chooses to arm their crew with the rusted blunderbuss to see off boarding attempts.*

When setting this unit up on the battlefield it must be setup INSTEAD of a friendly **Cutthroat Mutineers** or **Bloattide Drowned** unit as the garrison for a friendly **Abyssal Vessel**.

Drawn from the Depths - *To die at the hands of the Fleet is to be suffocated on a tide of tainted waters of Shyish, only to be returned a mournful tormented shadow of your former self.*

At the start of the Battleshock phase, roll a number of dice for each enemy unit still on the battlefield equal to the number of models they lost this turn. For every results of a 4 or more their corpse can be used to add* a single model with a wounds characteristic of 1 to a friendly unit with this special rule within 6 inches of that unit.

**This can be used to take a unit above its starting size.*

Keywords:	Death, Abyssal Fleet, Abyssal Crew, Gunnery Mob

WARSCROLL

LAHMIAN DEEPGUARD

Crew
* Points
Unit Size
5

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Maelstrom Sabres	1”	3	3+	3+	-1	2
Maelstrom Deepblades	2”	2	4+	3+	-2	D3

Pirate Princes and Butchers of legendary repute, these vampiric kin care not to lead the fleet nor trifle in the politics of more ambitious ilk. They live only for coin, pillaging and murder bordering vessels and leaving nought but terror and blood in their wake.

DESCRIPTION

A unit of Lahmian Deepguard consists of 5 or more models, armed with either Maelstrom Sabres or Maelstrom Deepblades.

ENCHANTRESS

The older the Deepguard the more refined their tastes, the Enchantresses are amongst the eldest of the nobles that form the Guard savouring the blood of Royalty above all else.

This units Champion is an Enchantress, if the unmodified To Hit roll for an attack made by this model that targets an enemy **Hero** is a 6 that attack inflicts a single mortal wound in addition to its normal damage.

ABILITIES

A Legacy to Maintain: *Such is the reputation of the Deepguard that to falter in front of those who have levied coin to their service would curse them back to the depths*

In the Combat Phase if this unit is wholly within 9 inches of a friendly **Abyssal Fleet Hero**, you may add 1 to Hit Rolls for their attacks during that phase.

Too Wealthy to Die: *All those raised from the deep have dealings with the Ferryman, though the deepblades themselves have wagered a litany of souls against their own, able to buy his ignorance for a time at least.*

When making an Eternity to Plunder roll for this unit, add 2 to your dice roll.

In addition if an attack removes a model without inflicting any wounds roll a D6, on a 5 or more that attack inflicts a single mortal wound instead. Wounds inflicted in this manner cannot themselves be saved with Eternity to Plunder.

Releasing the Maelstrom - *The blades wielded by these Vampiric Princes were forged in the lightning at the heart of the Maelstrom, every soul they sever from the mortal coil feeds the storm. Should their hunger be stoked the maelstrom itself lashes out at those nearby.*

After this unit has activated in the combat phase, roll a D6 for every model slain by this unit during their activation. For every 5 or more you may inflict a mortal wound on an enemy unit within 6 inches of this unit.

Keywords:	Death, Abyssal Fleet, Abyssal Hero, Soulblight, Deepguard

WARSCROLL

DECKDROPPERS

- 90 Points Unit Size 3

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Rusted Blunderbuss	12”	2	4+	3+	-1	1
Brineblast Charges	6”	D3	SEE BELOW			

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Heavy Gunstock	1”	1	5+	5+	-	1
Fellbat Talons	1”	3	4+	4+	-	1

There are those accursed souls sent to fly ahead of the Abyssal Fleet on the abominations of the Fellbats who make roost in the crows nest. They bring with them brine drenched explosive charges or rusted blunderbusses with the intent of sowing confusion amongst defenders before the fleet make landfall.

DESCRIPTION
A Deck Droppers unit consist of 3 or more models armed with either Brineblast Charges or Rusted Blunderbusses and Heavy Gunstock. They ride to battle atop Fellbats

FELLBAT
This units Fellbat is a **Mount** that allows this unit to **Fly**. It may attack with its Fellbat Talons

A FINE PERCH
This unit may Garrison a friendly **Abyssal Vessel** without counting toward the number of models garrisoning that vessel.

ABILITIES
Skirmishing Horrors: *The unholy abominations of the fell bat have never tasted the agony of the Abyss and aren't eager to face it now, screeching back in the face of death.*

Immediately after this model has made a Shooting Attack or Unleashed Hell you may make a normal move or retreat move.

Too Close to Miss: *The sheer weight of lead-shot unleashed by these ancient blunderbusses may not be accurate, but at short enough range even the least experienced shot can hit the target.*

When making an attack with this units Rusted Blunderbuss in the Shooting Phase, if the target unit is within 6 inches of the firing model the attack hits automatically

Brineblast Charges - *Crude bundles of explosive charges wrapped in lead shot and bristling coral spines these bombs sew pain and confusion amongst the foe.*

When making an attack with this weapon roll a D6 for each attack, on a 5+ the target unit suffers a single mortal wound and the attack sequence ends. Units wounded in this manner may not pile in during the following combat phase.

Keywords:	Death, Abyssal Fleet, Abyssal Crew, Deck Droppers

Battleline
330 Points
Unit Size
1

WARSCROLL

THE COUNTESS ISABELLA

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Soulstorm Cannonade	24"	3	3+	2+	-2	3

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Deadmans Hooks	1"	*	4+	4+	-	1

Wounds Lost	Move	Deadmans Hooks	Abyssal Storm
0-3	10"	4	5+
4-6	8"	4	5+
7-9	8"	3	6+
9+	6	2	6+

Few can say which vessel known as the Countess Isabella was the first, most cultures the length and breadth of the realms have their own horror tales of ghost vessels, their decks brimming with cannons and the mutinous dead. To the Kharadron the Countess is a spectral Ironclad, to the Idoneth a Blackwood frigate with buckled hull spilling forth the rotting dead. Regardless of its origin each has become a legend in its own right.

DESCRIPTION

The Countess Isabella is a single model, armed with a broadside or prow mounted Soulstorm Cannonade to batter its foes from afar.

In the combat phase the Abyssal Storm that bears them aloft can ravage those they clash with, whilst the deckhands can lash out with Deadman's Hooks

FLYING TRANSPORT: This model can fly, and can be garrisoned by up to 15 friendly **ABYSSAL CREW** models even though it is not a terrain feature.

Units cannot join or leave this model's garrison if it has made a move in the same phase (they can join or leave before it does so). Models in the garrison are not counted towards gaining control of an objective.

An attack made by a weapon that is in range of this model can target either this model or a unit in its garrison. If this model is destroyed, before it is removed from play, roll 1 dice for each model in its garrison. On a 1, that model is slain. Set up any surviving models wholly within 3" of this model and more than 3" from any enemy units.

ABILITIES

All Hands to the Guns : *There are few sights more fearsome on the seas of the realms than the full cannonade of the Countess Isabella being brought to bear.*

If this model does not move in the movement phase, and there are no enemy models within 3 inches of it. You may add 2 to the attack characteristic of its Soulstorm Cannonade for the duration of the following Shooting Phase.

Abyssal Storm!: *Borne aloft by the raging tempest of the Abyssal Storm, a violent swirl of broken souls awash with grief many are dragged beneath these mighty vessels and join the storm.*

At the start of the combat phase roll a D6 for every enemy model within 3 inches of this model and compare it to the wound chart. The enemy unit suffers a single wound with no rend for every dice that equals or exceeds the listed roll. Roll to save these wounds as normal

An Unsavoury Sort: *To be part of the Abyssal Fleet is a sentence without end, it is the irony of Nagash that those who lacked loyalty to a flag in life are bound to the mast for their eternity.*

When you first setup this unit, you may immediately setup a unit of up to 10 **Cutthroat Mutineers** or **Bloattide Drowned** within 3 inches of this unit (but not in another vessels garrison) or in its Garrison.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*

Subtract 1 from the Bravery characteristic of enemy units for each model with this special rule within 3 inches of them.

Keywords:	Death, Abyssal Fleet, Accursed Vessel, Warmachine, Countess Isabella

Behemoth
420 Points
Unit Size
1

WARSCROLL

THE LAHMIAN REBUKE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Swiftbite Longlines	18"	3	3+	3+	-1	3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Deadmans Hooks	1"	*	4+	4+	-	1

Wounds Lost	Move	Deadmans Hooks	Abyssal Storm
0-3	12"	4	5+
4-6	11"	4	5+
7-9	10"	3	6+
9+	8"	2	6+

Hewn from the bones of ancient beasts that once called themselves the masters of the waves, the Lahmian Rebuke are cruel ships that radiate the arrogance beyond death that permeates every fibre of their Soulblight masters being. Atop the prow of the vessel the Longlines cripple a foes ability to flee before the Rebuke closes in to allow the Deepguard their feast.

DESCRIPTION

The Lahmian Rebuke is a single model, clad in shadow and bone riding low beneath the wave and swell to stalk her pray. At a distance she can lash out with Swiftbite Longlines to cripple an enemy before moving in for the kill.

In the combat phase the Abyssal Storm that bears them aloft can ravage those they clash with, whilst the deckhands can lash out with Deadman's Hooks

FLYING TRANSPORT: This model can fly, and can be garrisoned by up to 10 friendly **ABYSSAL CREW** models even though it is not a terrain feature.

Units cannot join or leave this model's garrison if it has made a move in the same phase (they can join or leave before it does so). Models in the garrison are not counted towards gaining control of an objective.

An attack made by a weapon that is in range of this model can target either this model or a unit in its garrison. If this model is destroyed, before it is removed from play, roll 1 dice for each model in its garrison. On a 1, that model is slain. Set up any surviving models wholly within 3" of this model and more than 3" from any enemy units.

ABILITIES

Scythe Prow : *The Lahmian Rebuke sails in the dead of night, often the first sign of her approach is the scythed prow of the ship cleaving her prey in two*

After this model makes a charge move, select a single enemy unit within 1" of this model and roll a D6. On a 2+, that unit suffers D3 mortal wounds on an unmodified roll of a 6 however that unit suffers D6 mortal wounds instead.

Swift and Silent: *The Predatory souls of the great beasts husks used to forge these vessels manifests its will beyond death, running down lesser creatures at great speed.*

The Lahmian Rebuke may shoot and charge even if it ran in the same turn.

Abyssal Storm!: *Borne aloft by the raging tempest of the Abyssal Storm, a violent swirl of broken souls awash with grief many are dragged beneath these mighty vessels and join the storm.*

At the start of the combat phase roll a D6 for every enemy model within 3 inches of this model and compare it to the wound chart. The enemy unit suffers a single wound with no rend for every dice that equals or exceeds the listed roll. Roll to save these wounds as normal

An Unsavoury Sort: *To be part of the Abyssal Fleet is a sentence without end, it is the irony of Nagash that those who lacked loyalty to a flag in life are bound to the mast for their eternity.*

When you first setup this unit you may immediately setup a unit of up to 5 Lahmian Deepguard within 3 inches of this unit (but not in another vessels garrison) or in its Garrison.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*

Subtract 1 from the Bravery characteristic of enemy units for each model with this special rule within 3 inches of them.

Keywords:	Death, Abyssal Fleet, Accursed Vessel, Warmachine, Lahmian Rebuke

Behemoth
Artillery
500 Points
Unit Size
1

WARSCROLL

ABYSSAL COLOSSUS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Colossal Carronade	24"	3	4+	2+	-2	*
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Colossal Carronade	3"	See Below				
Sweeping Blows	3"	*	3+	*	-1	2

Wounds Lost	Move	Colossal Carronade	Sweeping Blows
0-4	8"	5	3+
5-8	7"	5	3+
9-12	6"	4	4+
13+	5"	3	5+

Titans of war formed from the rotting husks of hundreds of ships in a mockery of Gargants form, the Abyssal Colossus towers over the fleet, striding in the deepest of ocean on unseen spectral isle to deliver crushing bombardment from its Carronade.

The predatory intellect of the Colossus thrives from destroying and consuming vessels, always growing ever larger as a titan of Death.

DESCRIPTION
An Abyssal Colossus is a single model, armed with a colossal carronade and able to bat aside swathes of foes with sweeping blows.

FLYING TRANSPORT: This model can fly, and can be garrisoned by up to 1 friendly **ABYSSAL HERO** model even though it is not a terrain feature.

Units cannot join or leave this model's garrison if it has made a move in the same phase (they can join or leave before it does so). Models in the garrison are not counted towards gaining control of an objective.

An attack made by a weapon that is in range of this model can target either this model or a unit in its garrison. If this model is destroyed, before it is removed from play, roll 1 dice for each model in its garrison. On a 1, that model is slain. Set up any surviving models wholly within 3" of this model and more than 3" from any enemy units.

ABILITIES
Shadeglass Shrapnel: *Every shot of this Colossal wrecks carronade shreds the air with Shyishian Shadeglass, rending souls asunder and splitting their mortal anchor.*

If the unmodified hit roll for an attack made by this modes Colossal Carronade is 6, that attack causes a number of mortal wounds to the target equal to the weapon's Damage characteristic and the attack sequence ends.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*

Subtract 1 from the Bravery characteristic of enemy units for each model with this special rule within 3 inches of them.

Sight to the Horizon: *The sightline from the crows nest of the Colossus is second to none when assessing the field of battle.*

Units garrisoning this models are included when determining control of an objective.

In Addition once per turn a friendly Abyssal Hero garrisoning this model may use a Command Ability without spending a command point
Colossal Carronade: *Mortal creatures may lack the strength to bring cannons to bear in melee. The towering colossi of the Abyssal Fleet have no such weakness*

When making an attack with this weapon in the Combat Phase pick a point on the battlefield within 3 inches of this model. Roll a dice for every unit (friend or foe) within 3 inches of that point excluding this model, on a 2+ that unit suffers D3 mortal wounds.

Sweeping Blows: *The massive ramshackle limbs of the colossus can sweep whole armies aside as though mere insects.*

The Attacks characteristic of a Sweeping Blow is equal to the number of enemy models within 3" of the attacking model.

Anchor of the Deep Vault: *Some vessels in the fleet have a glimmer of the energies of the deep vault. The Colossus however has spent an age absorbing them, conquering and consuming other vessels to become a titan of death.*

This model has a Ward Save of 4+but may never receive a Legend of the Deep.

Keywords:	Death, Abyssal Fleet, Accursed Vessel, Monster, Abyssal Colossus

WARSCROLL

THE CARRION FEAST

- 155 Points Unit Size 1

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Carrion Flock	18”	12	4+	5+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Deadmans Hooks	1”	*	4+	4+	-	1

Rotting cutters borne aloft by spectral waves the Carrion Feast are accompanied by the screeching caw of carrion birds that ride with them. Smaller and lighter than the frigates of the line sight to these pillaging thieves is often lost in the swarm that follows them. They live to steal and plunder, staking claim to treasures and land ahead of the fleet that they might amass a wealth beyond death.

DESCRIPTION

The Carrion Feast is a single model, surrounded by the Carrion flock of ravenous birds

In the combat phase the Abyssal Storm that bears them aloft can ravage those they clash with, whilst the deckhands can lash out with Deadman's Hooks

FLYING TRANSPORT: This model can fly, and can be garrisoned by up to 5 friendly **ABYSSAL CREW** models even though it is not a terrain feature.

Units cannot join or leave this model's garrison if it has made a move in the same phase (they can join or leave before it does so). Models in the garrison are not counted towards gaining control of an objective.

An attack made by a weapon that is in range of this model can target either this model or a unit in its garrison. If this model is destroyed, before it is removed from play, roll 1 dice for each model in its garrison. On a 1, that model is slain. Set up any surviving models wholly within 3" of this model and more than 3" from any enemy units.

ABILITIES

The Carrion Feast : *The crows of the dead blacken the skies as the fleet approaches, their very touch marking souls to be dragged back to the depths.*

When using the **Deadmen tell no Tales** allegiance ability, this units Carrion Flock automatically wound on a 5 or 6 instead of just 6.

Abyssal Storm!: *Borne aloft by the raging tempest of the Abyssal Storm, a violent swirl of broken souls awash with grief many are dragged beneath these mighty vessels and join the storm.*

At the start of the combat phase roll a D6 for every enemy model within 3 inches of this model. For every roll of a 6 that models unit suffers a single wound with no rend. Roll to save these wounds as normal

Plunder and Pillage: *The Cutters ride ahead of the Fleet, pillaging and plundering all they can carry before more infamous pirates can stake a claim.*

At the start of your Hero Phase any units with this special rule within 3 inches of an objective may choose to Pillage it. If you do so for the remainder of the battle you may include friendly Garrisoned **Abyssal Fleet** models in range of that objective at the end of the turn when determining control of the objective.

Keywords:	Death, Abyssal Fleet, Accursed Vessel, Warmachine, The Carrion Feast

WARSCROLL

STORMGALE CARRONADE

Artillery
180 Points
Unit Size
1

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
The Stormgale	24”	See Below				
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Rotting Tools	1”	3	5+	5+	-	1

There is a screeching, howling gale that ravages all that encroach upon the Abyss, an ancient protector or the realms themselves resisting its hungering appetites. Some artillery pieces have sunk on the peripheries of this storm, and as the years have weighed upon them taken into themselves the briefest sliver of the Stormgale to unleash upon the battlefield

DESCRIPTION

A Stormgale Carronade is a unit consisting of a single model depicting the gargantuan bombard cannon and a Gunnery Crew.

Massive Bulk

When Garrisoning an **Accursed Vessel** this model counts as 5 models for the purposes occupying the garrison only.

No more than one **Queen Bess** or **Carronade** may garrison a single **Accursed Vessel** at any one time.

ABILITIES

The Stormgale: *The Stormgale fires with the roar of the Maelstrom and crashing of thunder, her ancient payload tearing through the battlefield with little to hinder its path.*

When making an attack with this weapon pick a point on the battlefield within 24 inches of this model and visible to it and draw a line 1mm wide between the two points.

- Roll 3 dice for the closest unit under the line for every 3+ that unit suffers D3 mortal wounds.
- Roll 2 dice for the second closest unit under the line , for every 3+ that unit suffers D3 mortal wounds.
- Roll 1 dice for the third closest unit under the line, for every 3+ that unit suffers D3 mortal wounds.

After resolving the attack against the third unit or first **Monster** hit the line stops there and the attack sequence ends.

Lumbering Artillery - *This ancient artillery piece is neither subtle nor swift, when fielded in battle it remains there until the foe has been slain or it has been cast back to the depths.*

This model may never run, make a charge move or receive the Unleash Hell command abilities

Keywords:	Death, Abyssal Fleet, Abyssal Crew, Warmachine, Carronade

Artillery
160 Points
Unit Size
1

WARSCROLL

QUEEN BESS BOMBARD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	DMG
Queen Bess - Close Proximity	6-12”	2	5+	2+	-2	*
Queen Bess - Sighting Range	12-18”	2	4+	2+	-2	*
Queen Bess - Bombardment	18-30”	2	3+	2+	-2	*
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**DMG**
Rotting Tools	1”	3	5+	5+	-	1

Ancient, Glorious and Beautiful weapons of destruction, the Queen Bess represented the pinnacle of bombardment war-pieces. So sought after were they that soon after creation the factory that birthed them found itself pillaged and burned to the ground, those few relics that escaped the fire forever in the hands of roving pirate kings and admirals of the Abyssal Fleet

DESCRIPTION

A Queen Bess Bombard is a unit consisting of a single model depicting the gargantuan bombard cannon and a Gunnery Crew.

Massive Bulk

When Garrisoning an **Accursed Vessel** this model counts as 5 models for the purposes occupying the garrison only.

No more than one **Queen Bess** or **Carronade** may garrison a single **Accursed Vessel** at any one time.

ABILITIES

The Queen Bess - *There are few explosives in the realm as notable, as destructive or as magnificent as a bombardment from the ancient beauty that is the Queen Bess*

When making an attack with the Queen Bess in the shooting phase all attacks made must be against the same enemy unit. The Damage Characteristic for this weapon is determined as follows:

If the target unit consists of 1 to 4 models and is not a **Warmachine** or **Monster** this weapon has a damage characteristic of **D6**

If the target unit consists of 5 or more models or is a **Warmachine** or **Monster** this weapon has a damage characteristic of **D3+3**

If the target unit consists of 10 or more models this weapon has a damage characteristic of 6

Calibrated Trajectory: *The gunners manning the Queen Bess must precisely calibrate range to the target to maximise the devastation.*

When making an attack with the Queen Bess use the attack profile relevant to the shortest range possible to reach the target unit.

Lumbering Artillery - *This ancient artillery piece is neither subtle nor swift, when fielded in battle it remains there until the foe has been slain or it has been cast back to the depths.*

This model may never run, make a charge move or receive the Unleash Hell command abilities

Keywords:	Death, Abyssal Fleet, Abyssal Crew, Warmachine, Queen Bess

Pirates, Privateers, Deserters, they may have been known by many names in life, perhaps even to their own mind they were the heroes of the tale. But the sea will stand no such lie, the Maelstrom has weighed their souls and found the darkness within. Though they have escaped the Abyss its tendrils reach ever outward seeking to reclaim its prisoners.

There is a debt to be paid, but Pirates know a debt can be... transferred....

THIEVES, MURDERERS, MUTINEERS

PATH TO GLORY

The following section includes the rules for your Path to Glory campaign if you are using an Abyssal Fleet army.

MURDERERS, ROGUES AND THIEVES

Owing to their unique army structure **Abyssal Fleet** armies embarking on the Path to Glory have several changes to how you assemble your Order of Battle. **Crew** units and units marked as **Crew Upgrades** are not added to your Order of Battle, instead they may be selected freely for any **Abyssal Vessel** in your Army List when setting up for a Path to Glory game.

Crew Upgrades selected in this manner still cost points at the Army List stage but are not recorded on your Order of Battle.

Because of this **Crew** and **Crew Upgrade** units may never sustain Casualties, gain Renown or Veteran Abilities. It is upon the backs of lesser souls such as their crew that the **Abyssal Fleet Heroes** forge their legacy and your Path to Glory experience charts the infamy and legends of your Heroes and Fleet whilst the crew form a cast to elevate such tales to grander heights.

In addition in step 7 of the aftermath sequence, you can add **Nighthaunt** Units to your Order of Battle as Coalition units, for the duration of the campaign these units gain the **Abyssal Fleet** Keyword. When playing as the **Abyssal Fleet** 1 in 4 units in your army may be a **Nighthaunt** Coalition unit.

RAISED FROM THE DEPTHS

Countess Isabella Frigates do not count toward your **Warmachine** limit in Path to Glory campaigns

Abyssal Vessels in a Path to Glory campaign have a unique Veteran ability table depicting their growing legends across the Mortal Realms, as they sack settlements along the coastline and further their legends the treasure holds of these immense vessels swell with stolen gold. At Pirate Ports this gold can be traded and bartered with the **Arcane Shipwrights** to enhance the ships of the damned to serve their captains all the better upon the field of battle.

When selecting Veteran Abilities for an **Abyssal Vessel** see the **Arcane Shipwright** entry on page 35.

THE PIRATE PORTS

When you make an exploration roll, on a 61-66, you can pick a territory from the **Abyssal Fleet Territories** table on page 34. These territories work differently to other territories in Path to Glory. Firstly, you do not spend any glory points to control them (you can do so automatically). Secondly, these territories cannot be upgraded. Instead they can be **Extorted**.

If you choose to **Extort a Territory** in the After Battle Sequence roll 2D6, you may immediately gain an amount of Glory equal to the highest result, however if you roll a double the territory has rebuffed your Extortion and is immediately removed from your Order of Battle.

You may only elect to Extort a single **Abyssal Fleet t**erritory in each After Battle Sequence.

MUTINY

In the After Battle Sequence after determining Renown, if any **Abyssal Fleet Hero i**n your army has a higher Renown than your Path to Glory **Warlord** select one **Hero** with a higher Renown and roll a D6. On a roll of a 1 your **Warlord** must immediately make an injury roll on the **Advanced Injury** Table (see page 21), on a 6 the selected **Hero** must make immediately make an injury on the Advanced Injury Table.

Record Injuries sustained in this manner as normal.

If your **Warlord** is slain as a result of this roll their challenger immediately becomes your Path to Glory Warlord, on all other results the mutiny has been subdued and your may continue as normal.

TERRITORIES

When playing a Path to Glory Campaign as the Abyssal Fleet, when you make an exploration roll with a result of 61-66 that roll will correspond to one of the results on the table below. These Territories do not cost Glory to secure and may be Extorted in an after battle sequence as detailed on page 19.

61 GALLEON GRAVEYARD
There are some places even the most courageous of sailors know to avoid, the seabed littered with the rotting husks of ships who thought they could master its unruly waves and hidden reefs.

You can only control 1 territory of this type at a time. When setting up for a Path to Glory battle against another Path to Glory army, if you can set up faction terrain, you can instead set up 1 **Gloomtide Shipwreck** wholly within your Territory.

For the duration of the battle replace all references to **Idoneth Deepkin** on the scenery warscroll with **Abyssal Fleet.**

62 ACCURSED ASTROLABE
Ancient constructs built on rocky outcrops in the middle of the sea these Accursed Astrolabes are said to cage the raging souls of the Tempest Gods who once owned the waves. Those who manipulate them seek to use the ancient gods to their own advantage.

You can only control 1 territory of this type at a time. When setting up for a Path to Glory battle against another Path to Glory army, if you control this territory you may declare you are activating the Astrolabe.

If you do so roll a D6, on a 4+ the wind is with you and friendly units may reroll all run moves in the first Battleround. On a 1 however the wind is against you and no friendly unit may attempt to run in the first Battleround

63 SMUGGLERS PORT
To trade with the Abyssal Fleet is to invite death to your door, there are those souls in the Mortal Realms all too willing to do so in order to secure their fortune,

You can only control 1 territory of this type at a time. In Step 3 of the After Battle Sequence, if you control this territory you attempt to trade 1 **Artefact of Power** from your Order of Battle for another. If you do so remove that Artefact from your Order of Battle and randomly generate a new one from a table your army can choose from.

If the new artefact is the same as that traded, or a duplicate of an artefact you already own it is not gained but the bartered artefact is lost.

64 COASTAL CITY
Those who build upon the coastline are ever at risk of marauders and pirates seeking to pillage all that they have claimed as their own. When the black flag flies and the Abyssal Fleet crosses the horizon there are those who would give up wealth freely to save their own souls from the curse of the damned.

This Territory has no effect unless **Extorted**

66 THE MAELSTROM
The entrance to the Abyss that once caged the souls of the Abyssal Fleet is cloaked in a whirling Maelstrom that travels the realms. Those who fall in battle find their souls pulled back to their prison by the Ferryman, though for a price he can be convinced to let some slip the net.

You can only control 1 territory of this type at a time. In Step 3 of the After Battle Sequence, if you control this territory and any Heroes from your army have been permanently slain in the course of your Path to Glory campaign you may send a messenger to barter with the Ferryman

If you do so roll 2D6 and subtract the result from your Glory, if the result is 10 or more you may restore 1 slain **Abyssal Fleet Hero** to your Order of Battle.

66 KRAKENS DEN
The Ancient Kraken forms its den in the deepest of ocean trenches. Many would be tyrants and blackhearted corsairs have sought to consume the smallest portion of its soul to be imparted the power to dominate the oceans for themselves.

You can only control 1 territory of this type at a time. In Step 3 of the After Battle Sequence you may select one **Abyssal Fleet Hero** to face the Kraken.

If you do so roll 3d6 for the Kraken, and 2d6 for your selected Hero.

If your Heroes roll is **equal to or greater** than the Krakens that Hero gains the **Aspect of the Kraken** for the remained of the campaign.

If however the Krakens roll is **at-least double** your Heroes result you must immediately make an Injury roll using the table on page 36.

Aspect of the Kraken: This Hero gain the **Monster** Keyword.

ARCANE SHIPWRIGHT

Each time an **Accursed Vessel** on your Path to Glory roster gain a veteran ability, you must pick from the following abilities instead of those listed in the corebook.

ACCURSED VESSEL VETERAN ABILITY
Choir of Banshees: *The wail of the mourning Banshee permeates Storms that roam the Realms, some choirs seeking to trail the Fleet to revel in the misery it inflicts* This Vessel may use this ability once per battle at the start of the Battleshock Phase. If you do so enemy units within 6 inches of this model may not receive the Inspiring Presence command ability during that phase.
Gryphhide Sails: *Some say the beasts of Azyr can ride the wind like none other, the tanners who crafted this sail it would seem agreed and found good use for their hide.* During the first Battleround add 3 to this Vessels move characteristic.
Briarbarb Poles: *Whilst many deckhands seek to repel boarders with simple spears and fishing hooks some are trained to do far more, using stolen Sylvaneth briarbarb branches to coil and ensnare a foe a great distance.* Change the range of this models Deadmans Hooks to 3”
Coral Encrusted Hull: *The reef that form in the Maelstrom are beautiful and deadly, those slammed into the encrusted hulls by the storm find themselves all too quickly impaled.* This Vessel may use this ability once per battle at the start of the Combat Phase. If you do so any results of a 6 when resolving this vessels Abyssal Storm that phase inflict a single Mortal Wound and the attack sequence ends
Ironweld Mastershot: *Though in scarce supplies upon the high seas, some Gunnery Wights secure Duardin forged cannonballs to equip their cannonades to deliver death from afar.* This Vessel may use this ability once per battle at the start of the Shooting Phase, if you do so add 6 inches to the range of all Shooting attacks made by this Vessel during that phase.
Hydra Scale Hull: *Fleshy sinew and scaled skin interlace the rotting wood of this vessel hull, shifting and reforming in battle to knit itself back together* This Vessel may use this ability once per battle at the start of the Hero Phase, if you do so immediately heal d6 wounds allocated to this model.

ABYSSAL FLEET
RAISING THE FLAG

VESSELS AND CREW
When building an Abyssal Fleet army list there are two key distinctions that make them unique, units marked as **Crew** are unable to be purchased individually and are instead included within the cost of the **Vessel** that brings them to battle. **Battleline (Crew Only)** do not count toward the compulsory Battleline when assembling an army, but count as Battleline after they have been setup on the table. All **Crew** setup at the start of the battle are considered to be a part of your starting army.

Vessels each specify which warscrolls they provide for **Crew**.

CREW UPGRADES
Crew Upgrades are purchasable units that must replace a Crew Only unit, when added to your army list it must be specified which Vessel they are upgrading.. Each fills that crews position within the vessel and replaces the unit in its entirety. They fill the same battlefield role as the warscroll they have replaced and are considered a part of your starting army

Name	Starting Size	Battlefield Role	Notes	Points
Abyssal Colossus	1	ARTILLERY, BEHEMOTH	Single	500
Deckdroppers	3	-	-	90
Gunnery Wight	1	LEADER	Single	140
Queen Bess Bombard	1	ARTILLERY	Single	160
Queen of Wrecks	1	LEADER	Single	200
Revenant Captain	1	LEADER	Single	140
Spectral Helmsman	1	LEADER	Single	90
Stormgale Carronade	1	ARTILLERY	Single	180
The Carrion Feast	1	-	Single BATTLELINE in an **Abyssal Fleet** Army if your General is a Queen of Wrecks	155
The Countess Isabella	1	BATTLELINE	Single	330
The Lahmian Rebuke	1	BEHEMOTH	Single One *"The Lahmian Rebuke"* may be taken as BATTLELINE, BEHEMOTH if your force contains any **Revenant Captains**.	420

CREW

Name	Starting Size	Battlefield Role	Notes	Points
Bloattide Drowned	10	BATTLELINE	Added to your armylist when chosen as the Garrison for a Countess Isabella	-
Cutthroat Mutineers	10	BATTLELINE	Added to your armylist when chosen as the Garrison for a Countess Isabella	-
Lahmian Deepguard	5	-	Added to your army list when setting up a Lahmian Rebuke	-

CREW UPGRADES

Name	Starting Size	Battlefield Role	Notes	Points
Gunnery Mob	10	-	When added to your army list select a Countess Isabella for this upgrade to be applied to. When setting up that Vessel you must deploy this unit instead of choosing its Garrison as normal.	40

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