

BRINGERS OF DEATH

The legions of Death are numberless, and vast swathes of the Mortal Realms suffer beneath their pallid grasp. From bloodthirsty vampire cavaliers to shambling cadavers and unquiet spirits, all exist only to serve Nagash, the Great Necromancer. By his will, even the Realm of Beasts shall be brought to heel.

Only the foolish would believe the hour of Death to have ended when the aelven gods Teclis and Alarielle broke the back of the Necroquake, finally putting an end to the great waves of life-ending magic surging forth from Shyish. The Great Necromancer, Nagash, might have suffered a setback in his quest to subjugate mortalkind, but his armies are still limitless in number and filled with a malicious desire to snuff out all life. Teeming hordes of undead thralls still rise at the command of the master of Shyish, lurching forth in search of mortals to slay.

Having retreated to Nagashizzar to lick his wounds in the wake of his defeat against Teclis, Nagash now seeks further methods of extending his dominion. He orders his servants forth across the span of the realm, tasking them with seeking out sources of arcane power or rare artefacts that might be twisted to serve his will or destroyed in order to impede his many enemies. Necromancers, vampiric champions and the feared bone-lords of the Ossiarch Empire all wish to earn the

favour of their undying master, and they venture forth alongside lifeless retinues to fulfil his decrees.

The Gnarlwood is of great interest to Nagash's spies, for rumours of its hidden treasures – lying untouched within the legendary ruin of Talaxis – have reached as far as the court of Nagashizzar. Though the bestial denizens of the hungry forest are not opposed to feasting upon carrion, undead travellers possess at least some resistance to the horrific conditions within the Gnarlwood. Death is inevitable, and so is the fate of Talaxis: to be seized in the name of Nagash.

Tormented souls subjected to eternal punishment by the Great Necromancer, the spectral Nighthaunt can be found in any corner of the realms where death and suffering have rocked the land – in other words, everywhere, including the Gnarlwood. Spirits roam the forest, sent forth by their heartless master to purge it of the living. Such a task is almost impossible, of course, for in Ghur, life abounds with ferocious

DEATH FACTION RUNEMARKS



Death



*Flesh-eater
Courts*



Nighthaunt



*Ossiarch
Bonereapers*



*Soulblight
Gravelords*

aggression. Yet Nagash has no shortage of ethereal horrors doomed to serve his every whim, no matter if it takes them a thousand years.

Somewhat less predictable in their devotion to the god of Death are the mordants of the Flesh-eater Courts. These flesh-craving ghouls are in the grip of a cruel delusion, believing themselves to be noble knights and lords displaying the highest qualities of chivalry, even as they rip their prey to shreds and stuff their mouths with gobbets of flesh. Intrepid packs of stunted mordants roam deep into the Gnarlwood, seeking to recover the 'hallowed relics' that reside within the Ravening Ruin – in their madness, the ghouls believe these cosmic treasures are rightfully theirs, having been stolen centuries ago by evil dragons from beyond the stars.

The Ossiararch Bonereapers were constructed to act as the military spearhead of Nagash's conquests against the living. Crafted with delicate precision from osseous matter and given animus by soul-melding magic, they blend the resilience of undead creatures with the tactical flexibility of a sentient army. This fearsome combination is alloyed with an innate grasp of strategy and bolstered by devastating war machines. The Bonereapers are best suited to pitched

battles on open ground, for that is their purpose and specialty. Yet, immune as they are to starvation, sickness and psychological distress, they possess the qualities required to tame the Gnarlwood in the name of the Great Necromancer. This task they have taken to with customary efficiency, carving their way deep into the forest and fashioning both temporary fortifications and replacement warriors from the bones that litter the topsoil.

The Soulblight Gravelords are perhaps granted the most autonomy out of any of Nagash's underlings, for within their withered souls resides a twisted ember of humanity. As mighty as the Great Necromancer is, he is not omnipotent. Beyond his gaze, the vampires scheme to advance their own interests: to wriggle out from under the thumb of Nagashizzar or send a stake into the heart of a bitter rival. Still others seek to earn the favour of Nagash by any means possible, knowing that, in doing so, they will advance the cause of their dynasty and perhaps gain a seat at the Death God's court. It is for this reason that a number of Soulblight adventurers have entered the Gnarlwood, typically accompanied by a cadre of cadaverous servants. They seek to plunder the vaults of the Seraphon and perhaps emerge with something that might earn them the favour of Nagash.



Resplendent in his macabre panoply, a roving Blood Knight embarks upon a dangerous quest into the depths of the Gnarlwood to earn Nagash's favour.



MONSTERS OF DEATH

The power of necromantic magic can raise not only rotting humanoid cadavers but also the mightiest predatory monsters. In death, these beasts have retained all their horrific killing power, now bolstered by an unnatural resilience and a terrible craving for flesh that can never be sated.

TERRORGHEIST

The piercing shriek of a Terrorgheist is enough to shatter the mind of any who hear it. Its rancid flesh seethes with dark magic, and upon its death, its rotten hide bursts open, unleashing swarms of bloodthirsty bats to assail those who manage to land a telling blow.



DAMAGE TABLE		
DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	12	4/8
11-20	10	3/6
21-30	8	3/6
31-40	6	2/4
41-49	4	1/2

TERRORGHEIST ABILITIES



[Double] **Swooping Dive:** Add 3 this fighter's Move characteristic for their next move action in this activation.



[Triple] **Death Scream:** Roll a dice for each visible enemy fighter within 8" of this fighter. On a roll of 5, allocate 1 damage point to the fighter being rolled for. On a roll of 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.



[Quad] **Infested with Bats:** A fighter can only use this ability if 10 or more damage points have been allocated to them. Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.

ZOMBIE DRAGON

The Zombie Dragon descends upon tattered wings, spitting forth a cloud of flesh-melting putrefaction.



DAMAGE TABLE		
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0-10	12	4/8
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31-40	6	2/4
41-49	4	1/2

ZOMBIE DRAGON ABILITIES



[Double] **Swooping Dive:** Add 3 this fighter's Move characteristic for their next move action in this activation.



[Triple] **Sword-like Claws:** Add 3 to the Attacks characteristic of the next melee attack action made by this fighter this activation.



[Quad] **Pestilent Breath:** Pick a visible enemy fighter within 8" of this fighter and roll a dice for that fighter and each other fighter within 3" of that fighter and visible to that fighter. On a roll of 2-5 allocate a number of damage points to the fighter being rolled for equal to the value of this ability. On a roll of 6, allocate a number of damage points to the fighter being rolled for equal to double the value of this ability.



THRALLS OF DEATH

It is not only the remains of warriors that can be bound by necromancy. Swarms of blood-hungry bats and the corpses of slaving wolves make war alongside the forces of Death, enthralled to the will of dark champions.

DEATH THRALL ABILITIES



[Reaction] Necromantic Bonds: A fighter can make this reaction after an enemy fighter finishes a move action within 3" of a friendly fighter with the **Hero** (★) runemark. This fighter makes a bonus move action. After that move action this fighter must be within 1" of the enemy fighter that made the move action. Then this fighter makes a bonus attack action.



[Double] Slaving Charge: A fighter can only use this ability if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.



[Triple] Scent of Gore: A fighter can use this ability only if there is a visible enemy fighter within 1" of them that has 5 or more damage points allocated to them. This fighter makes a bonus attack action.

DIRE WOLF



85



FELL BAT



130



Summoned from the gloomy skies by their vampiric master, a pack of blood-hungry Fell Bats tears into a warband of the Rotmire Creed.



FLESH-EATER COURTS

Trapped in a tragic delusion, the mordants of the Flesh-eater Courts believe themselves to be noble knights and kings, inheritors of a proud lineage. In truth, however, they are vile, troglodytic cannibals who descend upon their foes in a rabid frenzy, slashing with filth-encrusted talons as they stuff chunks of torn meat into their mouths.

FLESH-EATER COURTS FIGHTER ABILITIES

	[Reaction] Baffling Parlay: A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. Subtract 1 from the Attacks characteristic of that attack action, to a minimum of 1.
	[Reaction] Royal Bodyguard: A fighter can make this reaction when a friendly fighter with the Hero (★) runemark within 3" of them is targeted by an attack action, after the damage is totalled but before it is allocated, if it is enough for that fighter to be taken down. Allocate those damage points, one at a time, to this fighter instead. If this fighter is taken down, allocate any remaining damage points to that friendly Hero (★).
	[Double] Scrambling Hordes: Pick a visible friendly fighter within 6" of this fighter that has the Flesh-eater Courts (★★) runemark and the Minion (◆) runemark that has not activated yet this battle round. You can activate that fighter immediately after this fighter's activation ends.
	[Double] Hungry Talons: Until the end of the battle round, each time an enemy fighter within 6" of this fighter makes a disengage action but before that fighter moves away, allocate D6 damage points to that fighter.
	[Triple] Death Scream: Until the end of the battle round, enemy fighters within 6" of this fighter cannot make reactions.
	[Triple] Predator's Pounce: This fighter can make a bonus disengage action. Then this fighter can make a bonus move action.
	[Quad] The Royal Hunt: Add 1 to the Attacks and Damage characteristics of this fighter's melee weapons for each visible friendly fighter within 3" of them until the end of their activation.

FLESH-EATER COURTS HERO ABILITIES

	[Double] Winds of Shyish: A fighter can only use this ability if they are not within 3" of any enemy fighters. Pick a visible friendly fighter that has a Wounds characteristic of 12 or less within 3" of this fighter. Remove that fighter and this fighter from the battlefield and immediately set them up on the battlefield more than 5" from all enemy fighters and wholly within 3" of each other.
	[Double] Noble Winged Beast: Until the end of this fighter's activation, do not count the vertical distance when measuring the range for attack actions made by this fighter.
	[Double] Speak in Tongues: Pick an enemy fighter within 3" of this fighter and roll a dice. On a 3+, that fighter makes 1 less action in their next activation (to a minimum of 1).
	[Triple] King's Entreaty: Pick a visible enemy fighter within 3" of this fighter. That enemy fighter's player must accept or reject an infected bone. If they accept it, until the end of the battle, after that fighter's activation, roll a dice. On a 5+, that fighter is taken down. If they reject it, until the end of the battle, that fighter cannot use abilities.
	[Triple] Victory Feast: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Remove a number of damage points allocated to each friendly fighter within 6" of this fighter, up to half the value of this ability (rounding up). If this fighter has the Frenzied (⚡) runemark, add 4 to the value of this ability, to a maximum of 7.
	[Quad] Decree of Chivalry: Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 9" of this fighter. If this fighter has the Berserker (⚡) runemark, increase the range of this ability by a number of inches equal to the value of this ability.

FLESH-EATER COURTS QUESTING GALLANTS

ABHORRANT ARCHREGENT 205

1	4	4	3/5	

5 4 25

CRYPT GHAST COURTIER 145

1	4	4	2/4	

5 3 16

ABHORRANT CARDINAL 130

1	3	3	2/3	

5 4 18

CRYPT HAUNTER 225

1	4	4	2/5	

6 4 32

ABHORRANT GHOUL KING 165

1	4	4	2/4	

5 4 20

CRYPT HAUNTER COURTIER 255

1	4	5	2/5	

6 4 36

ABHORRANT GOREWARDEN 225

1	4	4	2/4	

10 3 20

CRYPT INFERNAL 285

1	4	4	2/5	

10 4 32

CHAMPION OF MORBHEG 295

2	4	4	3/4	

10 5 25

CRYPT INFERNAL COURTIER 315

1	4	5	2/5	

10 4 36

CRYPT GHAST 115

1	4	3	2/4	

5 3 12

CRYPT CAPTAIN WITH CURSED BLADE 135

1	4	3	2/4	

5 4 10

CRYPT CAPTAIN WITH CURSED HALBERD 140

2	3	4	2/4	

5 4 10

CRYPT HORROR 180

1	4	4	2/4	

6 4 28

MARROWSCROLL HERALD 155

2	3	4	2/4	

5 4 18

CRYPTGUARD WITH CURSED BLADE 80

1	3	3	2/3	

5 4 10

ROYAL DECAPITATOR 175

2	2	5	4/5	

5 4 18

CRYPTGUARD WITH CURSED HALBERD 85

2	3	3	2/3	

5 4 10

VARGHULF COURTIER 300

1	4	5	3/5	

8 4 35

MORBHEG KNIGHTS 220

2	3	4	3/4	

10 5 20

CRYPT FLAYER 235

1	4	4	2/4	

10 4 28

CRYPT GHOUL 60

1	3	3	1/3	

5 3 8



Crypt Hunter



NIGHTHAUNT

Even the boldest warrior might lose his nerve when confronted by the Nighthaunt, for these ethereal horrors are every dark folk tale and lingering nightmare made manifest. With phantom blades and icy, spectral claws, they tear the living asunder, sending their souls screaming to Shyish to face Nagash's judgement.

NIGHTHAUNT FIGHTER ABILITIES

	[Reaction] Flickering Form: A fighter can make this reaction when an enemy fighter finishes a move action within 3" of them. Note the distance between this fighter and the enemy fighter that made the move action. Remove this fighter from the battlefield and then set this fighter up on a platform or the battlefield floor no further from the enemy fighter that made the move action.
	[Double] Aura of Dread: Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability. Until the end of the battle round, subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by that fighter. A fighter can only be targeted once per battle round by this ability.
	[Double] Chilling Horde: A fighter can only use this ability if there is a visible friendly fighter with the Minion (♠) runemark within 3" of them. Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of attack actions made by this fighter.
	[Double] Soul-marked Prey: Pick a visible enemy fighter within 3" of this fighter with 1 or more damage points allocated to them. Until the end of the battle round, add 1 to the Strength characteristic of melee attack actions made by friendly fighters that target that fighter. A fighter can only be targeted once per battle round by this ability.
	[Triple] Harrowing Shriek: Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a roll of 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
	[Triple] Frightful Touch: Until the end of this fighter's activation, count each hit from melee attack actions made by them as a critical hit instead.
	[Quad] Reaped Like Corn: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.

NIGHTHAUNT HERO ABILITIES

	[Double] Stolen Hours: At the end of this fighter's activation, heal a number of damage points allocated to this fighter up to the number of damage points allocated to enemy fighters this activation.
	[Triple] Unholy Light: Remove up to D3 damage points allocated to each friendly fighter within 6" of this fighter (roll for each).
	[Triple] Phantasmal Discorporation: A fighter can only use this ability if they are not within 3" of any enemy fighters. Remove this fighter from the battlefield, then set this fighter up on a platform or the battlefield floor, more than 5" from all enemy fighters.
	[Triple] Sentenced to Eternal Torment: Pick a visible enemy fighter. Roll a dice for that fighter. If the roll is equal to or less than the number of the current battle round, allocate 6 damage points to that fighter.
	[Triple] Spectral Summon: Pick a friendly fighter that has been taken down. Set that fighter up on a platform or the battlefield floor, wholly within 3" of this fighter. The fighter set up on the battlefield no longer counts as being taken down. Remove a number of damage points allocated to that fighter equal to the value of this ability.
	[Quad] Captured Soul-energy: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Remove a number of damage points from all visible friendly fighters within 6" of this fighter up to the value of this ability.

NIGHTHAUNT GHEISTGALES

KNIGHT OF SHROUDS

1	4	4	2/4	

6 4 20

DREADBLADE HARROW

1	4	4	2/4	

10 4 25

KNIGHT OF SHROUDS ON ETHEREAL STEED

1	4	4	2/4	

10 4 28

LORD EXECUTIONER

1	2	5	3/6	

6 4 20

GUARDIAN OF SOULS

3/7	2	3	3/6	

6 4 20

SCRIPTOR MORTIS

1	3	4	1/4	

6 4 22

KRULGHAST CRUCIATOR

10	4	4	1/4	

6 4 25

CRAVEN HUNTMASTER

3-10	2	4	1/3	

6 4 15

SPIRIT TORMENT

2	2	5	3/5	

6 4 25



Krulghast Cruciator

Craven Huntmaster

TOMB BANSHEE 175

🔥	10	2	4	2/5
🗡️	1	4	3	1/4

🔥 🗡️ 🗡️ 🗡️ 🗡️

🔥 6 🗡️ 4 🗡️ 18

DREADWARDEN 125

🗡️	1	3	3	2/4
🗡️	1	4	3	1/4

🔥 🗡️ 🗡️ 🗡️ 🗡️

🔥 6 🗡️ 4 🗡️ 12

CAIRN WRAITH 180

🗡️	2	3	4	2/5
🗡️	1	4	3	1/4

🔥 🗡️ 🗡️ 🗡️ 🗡️

🔥 6 🗡️ 4 🗡️ 18

SLASHER CRONE 165

🗡️	1	5	3	2/4
🗡️	1	4	3	1/4

🔥 🗡️ 🗡️ 🗡️ 🗡️

🔥 6 🗡️ 4 🗡️ 15

EXTOLLER OF SHYISH 135

🗡️	2	3	3	2/4
🗡️	1	4	3	1/4

🔥 🗡️ 🗡️ 🗡️ 🗡️

🔥 6 🗡️ 4 🗡️ 15

HELLWRAITH 200

🗡️	2	4	3	1/4
🗡️	1	4	3	1/4

🔥 🗡️ 🗡️ 🗡️ 🗡️

🔥 10 🗡️ 4 🗡️ 25



A Knight of Shrouds senses an opportunity to take out his bitter rage upon the living – in this case, a fiery warband of the Scions of the Flame.

CHAINGHAST  **130**

				
12	2	4	1/4	

DREADSCYTHE HARRIDAN  **105**

				
7	1	5	3	1/3

GLAIVEWRAITH STALKER  **90**

				
2	3	3	1/3	

SPIRIT HOST  **170**

				
1	6	3	1/3	

GRIMGHAST REAPER  **105**

				
7	2	3	3	1/4

HEXWRAITH  **160**

				
7	2	4	3	1/3

CHAINRASP  **85**

				
1	3	3	1/2	

CRAVENTHRONE GUARD  **105**

				
3-10	2	4	1/3	

BLADEGHEIST REVENANT  **100**

				
1	3	4	1/4	

MYRMOURN BANSHEE  **120**

				
1	3	4	2/4	




Chainghast

Dreadscythe Harridan



OSSIARCH BONEREAPERS

The Ossiarch Bonereapers are a military force like no other. These soul-forged skeletal champions were fashioned by Nagash to wage his endless wars against the living. With every mortal cut down, they grow stronger, for their strange bone-shaping priests fashion new warriors from the remains of their enemies.

OSSIARCH BONEREAPERS FIGHTER ABILITIES		OSSIARCH BONEREAPERS HERO ABILITIES	
	[Reaction] Deathly Prowess: A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. If each hit roll from that attack action results in a miss, allocate 5 damage points to the attacking fighter.	 	[Double] Endless Duty: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
	[Double] Nadirite Weapon: Until the end of this fighter's activation, add 1 to the damage points allocated to enemy fighters by each hit and critical hit from melee attack actions made by this fighter.	 	[Triple] Soul-guide: Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
 	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the Ossiarch Bonereapers (☠) faction runemark and the Bulwark (🛡) runemark while they are within 3" of this fighter.	 	[Triple] Unstoppable Advance: Until the end of the battle round, add half the value of this ability (rounding up) to the Move characteristic of friendly fighters that are in the same battle group as this fighter.
 	[Double] Hunt and Kill: A fighter can only use this ability if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.	 	[Triple] The Boneshaper's Art: Remove up to D3 damage points allocated to each friendly fighter within 6" of this fighter (roll for each).
 	[Triple] Deathrider Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.	 	[Quad] Soulreaper Scythe: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.
 	[Triple] Unbridled Ferocity: This fighter makes a bonus move action.		
 	[Quad] Blade-strike Aspect: Until the end of this fighter's activation, add 3 to the Attacks characteristic of attack actions made by this fighter.		



Mortek Hekatos

OSSIARCH BONEREAPERS DEMI-COHORTS

LIEGE-KAVALOS 270

	1	4	5	2/5

8 5 30

MORTISAN SOULMASON 165

3/7	2	3	3/6
2	3	3	2/4

4 4 25

MORTISAN BONESHAPER 150

3/7	2	3	3/6
1	3	3	1/4

4 4 20

MORTEK HEKATOS 105

1	4	4	1/4

3 5 15

MORTISAN SOULREAPER 150

3/7	2	3	3/6
2	3	4	2/4

4 4 20

**KAVALOS DEATHRIDER
MORTEK HEKATOS** 220

1	4	4	2/4

8 5 25



MORTEK GUARD WITH
NADIRITE BLADE

1	3	3	1/4	



3 5 10

KAVALOS DEATHRIDER
WITH NADIRITE BLADE

1	4	3	1/4	



8 5 20

MORTEK GUARD WITH
NADIRITE SPEAR

2	2	3	1/5	



3 5 10

KAVALOS DEATHRIDER
WITH NADIRITE SPEAR

2	3	3	1/5	



8 5 20

MORTEK GUARD WITH
SOULCLEAVER GREATBLADE

1	2	4	2/4	



3 4 10

IMMORTIS GUARD

2	2	5	3/5	



4 5 28



Ossiarch Bonereapers battle their hated Stormcast foes for the chance to control a titan's graveyard – a vital source of osseous matter.

**NECROPOLIS STALKER
WITH SPIRIT BLADES**

1	5	4	2/5		

5 | 4 | 28

**MORGHAST ARCHAI
WITH SPIRIT SWORDS**

1	5	4	2/4		

8 | 5 | 35

**NECROPOLIS STALKER
WITH DREAD FALCHIONS**

1	3	5	3/6		

5 | 4 | 28

**MORGHAST HARBINGER
WITH SPIRIT HALBERD**

2	3	5	3/5		

8 | 4 | 35

**MORGHAST ARCHAI
WITH SPIRIT HALBERD**

2	3	5	3/5		

8 | 5 | 35

**MORGHAST HARBINGER
WITH SPIRIT SWORDS**

1	5	4	2/4		

8 | 4 | 35



*Mortek Guard with
Soulcleaver Greatblade*



*Kavalos Deathrider
with Nadirite Blade*



*Necropolis Stalker with
Spirit Blades*



SOULBLIGHT GRAVELORDS

The pallid and darkly handsome visage of a Soulblight vampire masks the horror of its true nature, for they are inhuman monsters that crave the taste of fresh blood. Possessed of unnatural strength and the power to resurrect the dead to serve their will, they wage an unceasing war against the living.

SOULBLIGHT GRAVELORDS FIGHTER ABILITIES		SOULBLIGHT GRAVELORDS HERO ABILITIES	
	[Reaction] Unfeeling Flesh: A fighter can make this reaction when they are targeted by a melee attack action but before the hit rolls are made. Subtract 1 from the damage points allocated to this fighter by each hit from that attack action (to a minimum of 1).	 	[Double] Beheading Strike: Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by this fighter.
 	[Double] Shambling Horde: A fighter can only use this ability if they are within 6" of a visible friendly fighter with the Soulblight Gravelords (flame skull) faction runemark and the Hero (skull with crossbones) runemark. This fighter can make a bonus move action up to a number of inches equal to the value of this ability.	 	[Double] Necrotic Siphon: Pick a visible friendly fighter with the Soulblight Gravelords (flame skull) faction runemark and the Minion (skull with crossbones) runemark within 6" of this fighter. Allocate a number of damage points equal to the value of this ability to that fighter. Then, remove a number of damage points allocated to this fighter up to double the value of this ability.
 	[Double] Vampiric Agility: Until the end of this fighter's activation, do not count the vertical distance moved when this fighter is climbing.	 	[Triple] Summon Undead Minions: Pick a friendly fighter with the Soulblight Gravelords (flame skull) faction runemark and the Minion (skull with crossbones) runemark that has been taken down. Set that fighter up on a platform or the battlefield floor, wholly within 3" of this fighter. That fighter no longer counts as being taken down and has no damage points allocated to it.
 	[Double] Blood-maddened Feeding Frenzy: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by this fighter this activation. This fighter makes a bonus move action or a bonus attack action.	 	[Triple] Call the Crimson Feast: Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
 	[Triple] Deathly Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points equal to the value of this ability to that fighter.	 	[Triple] Call the Crimson Feast: Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
 	[Triple] Thirst for Blood: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by this fighter this activation. Remove a number of damage points allocated to this fighter up to double the value of this ability.	 	[Triple] Call the Crimson Feast: Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
 	[Quad] Chosen Champion: A fighter can only use this ability if they are within 6" of a visible friendly fighter with the Soulblight Gravelords (flame skull) faction runemark and the Hero (skull with crossbones) runemark. This fighter can make a bonus attack action. In addition, add half the value of this ability (rounding up) to the Attacks and Strength characteristics of that attack action.	 	[Quad] Vanhel's Danse Macabre: Pick a number of visible friendly fighters with the Soulblight Gravelords (flame skull) faction runemark and the Minion (skull with crossbones) runemark up to the value of this ability within 6" of this fighter. Those fighters can each make a bonus move action or a bonus attack action (some can make a bonus move action and others can make a bonus attack action).

SOULBLIGHT GRAVELORDS THRALLBANDS

VAMPIRE LORD 225

Star	Wing	Slash	Claw	Skull
1	4	4	2/6	

5 5 25

WIGHT KING ON SKELETAL STEED 270

Star	Wing	Slash	Claw	Skull
2	4	5	2/5	

8 5 28

NECROMANCER 145

Fire	Wing	Slash	Claw	Skull
3/7	2	3	3/6	

2 3 4 1/4

4 3 20

VARGOYLE 260

Wing	Wing	Slash	Claw	Skull
1	4	4	2/5	

8 4 32

WIGHT KING 155

Star	Wing	Slash	Claw	Skull
1	4	4	2/5	

3 5 25

KASTELLAN 260

Star	Wing	Slash	Claw	Skull
1	4	4	2/5	

8 5 30



Outraged by a kill-band of Khainite Shadowstalkers invading his territory, a Wight King orders his zombie minions to tear them limb from limb.

VYRKOS BLOOD-BORN

1	4	4	1/5	

135

8 3 15

VARGHEIST

1	4	4	1/4	

190

8 4 28

VARGSKYR

2	2	5	3/6	

185

6 4 32

BLOOD KNIGHT WITH TEMPLAR BLADE

1	4	4	2/4	

205

8 5 25

KOSARGI NIGHTGUARD

2	2	5	2/5	

140

4 4 30

BLOOD KNIGHT WITH TEMPLAR LANCE

2	3	5	2/4	

200

8 5 25



Kosargi Nightguard



Vyrkos Blood-born



Vargskyr

HELL KNIGHT

160

|
 1 |
 3 |
 3 |
 2/4

8 |
 4 |
 25

SKELETON WARRIOR WITH ANCIENT BLADE

40

|
 1 |
 3 |
 3 |
 1/3

3 |
 4 |
 8

BLACK KNIGHT

125

|
 2 |
 3 |
 3 |
 1/4

8 |
 4 |
 20

SKELETON WARRIOR WITH ANCIENT SPEAR

40

|
 2 |
 2 |
 3 |
 1/4

3 |
 4 |
 8

SENESCHAL

100

|
 1 |
 3 |
 5 |
 2/4

3 |
 4 |
 15

GRAVE GUARD WITH WIGHT BLADE AND CRYPT SHIELD

55

|
 1 |
 3 |
 4 |
 1/4

3 |
 4 |
 10

SKELETON CHAMPION WITH MACE

70

|
 1 |
 4 |
 3 |
 1/3

3 |
 4 |
 12

GRAVE GUARD WITH GREAT WIGHT BLADE

65

|
 1 |
 3 |
 5 |
 2/4

3 |
 3 |
 10

SKELETON CHAMPION WITH HALBERD

75

|
 2 |
 3 |
 3 |
 1/4

3 |
 4 |
 12

DEADWALKER ZOMBIE

40

|
 1 |
 2 |
 3 |
 1/4

3 |
 3 |
 10

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