

Drakensberg

Battletraits

City of Spirits

The Lords of the Night guard their flock with fierce dedication

A Drakensberg army cannot include Stormcast Eternals units. Instead, 1 in every 4 units in the army can be a coalition unit chosen from the Soulblight Gravelords faction. Those units gain the Drakensberg keyword.

If your army includes any Soulblight Gravelords units, you must also include 1 Soulblight Gravelords Hero. The first Soulblight Gravelords Hero included in your army does not count towards the number of Soulblight Gravelords units that you can include in your army. A Drakensberg army cannot include any unique Soulblight Gravelords Heroes with the exception of Cado Ezechiar.

Masters of Undeath

The necromancy surrounding the legions of undeath offers some protection to their mortal allies.

Friendly Drakensberg units have a ward of 6+ whilst wholly within 12" of any friendly Drakensberg Death units.

Pact Draconis

It is understood that when a mortal warrior falls their soul will be reanimated to serve in Drakensberg's undead legions.

Roll a dice each time a friendly Drakensberg Order model is slain whilst within 18" of a friendly Drakensberg Death Hero. On a 4+ you can pick one friendly Drakensberg summonable unit wholly within 18" of that hero that has a wounds characteristic equal to or less than the slain model and add 1 model to that unit.

Note this may take the unit above its starting size.

Unity of Purpose

The living and dead fight side by side to protect their home from the evils of the Realms.

You can use this command in the combat phase after a friendly Drakensberg Order unit has fought for the first time. In that phase. If you do so, pick 1 friendly Drakensberg Death unit within 3" of that unit. That unit may pile in and fight immediately.

The chosen unit may not fight again in that phase unless an other ability allows it to do so.

Command Traits

Drakensberg Order General only, excluding unique heroes.

Spirit Whisperer

This general has learnt to commune with the dead for advice in battle.

At the start of the Hero Phase, if this General is on the battlefield, roll a dice for each friendly Drakensberg Death unit on the battlefield. For each 4+ you gain 1 command point.

Curse of the Revenant

This general has been blessed with a portion of their vampiric lord's power.

Add 1 to wounds rolls for attacks made with melee weapons that this general is armed with. In addition, at the start of the Hero Phase you can heal 1 wound allocated to this general.

Crypt Sentinel

This general has severed with the city's crypts and can summon the dead with a spoken word.

At the start of the Hero Phase you can return 1 slain model to each friendly Drakensberg Summonable unit wholly within 18" of this General.

Artefacts of Power

Drakensberg Order General only, excluding unique heroes.

Tomb Blade

This blade steals the life of any that it scratches.

Pick one of the bearer's melee weapons. Each time the bearer fights with that weapon, after all of its attacks have been resolved you can heal a number of wounds allocated to bearer equal to the number of wounds or mortal wounds caused by that weapon, to a maximum of 6 wounds.

Necromancer's Grimoire

This tome is saturated with the power of undeath.

The bearer of this artefact can attempt to cast the Vanhel's Danse Macabre spell from the Necromancer's warscroll in your Hero Phase as if they were a wizard. If the bearer is already a wizard, they may cast this spell in addition to any other spells they can cast in your Hero Phase.

Firewood Stakes

These stakes are bound with wards that can banish the darkest souls.

After the bearer has fought for the first time in the combat phase you can pick 1 enemy unit within 1" of the bearer and roll a dice. On a 3+ that unit suffers D3 mortal wounds. On a 6+ that unit suffers 3 mortal wounds.

Lore of Undeath

Drakensberg Wizard units, including unique heroes.

Soul Siphon

The wizard sheers the souls of their enemies to reinforce their undead allies.

Soul Siphon has a casting value of 6 and a range of 18". If successfully cast, pick 1 enemy unit within 18" of the caster. That unit suffers D3 mortal wounds. Then, pick one friendly Drakensberg Summonable unit wholly within 18" of the caster. For each mortal wound caused by this spell you can heal 1 wound allocated to that unit. If no wounds were allocated to that unit, you can instead return a number of slain models with a wounds characteristic equal to or less than the number of mortal wounds caused by this spell.

If the unmodified casting value for this spell was a 9+ then this spell causes D6 mortal wounds instead of D3.

Instil Terror

The wizard saps the courage from their foes to bolster their allies.

Instil Terror has a casting value of 6 and a range of 18". If successfully cast pick 1 enemy unit within range. That enemy unit cannot receive commands in the Battleshock Phase until the start of your next Hero Phase.

If the unmodified casting value for this spell was a 9+ then you may also pick 1 friendly Drakensberg unit. Do not take battleshock tests for that unit until the start of your next Hero Phase.

Grave Call

In a desperate situation the wizard summons their fallen from the grave to defend their home.

Grave Call has a casting value of 7 and a range of 12". If successfully cast pick 1 friendly Drakensberg Order unit consisting of 10 or more models that has been destroyed. Set up a new unit of 10 Deadwalker Zombies on the battlefield, wholly within range of the caster, more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.

The same Order unit cannot be picked as the target of this spell more than once per battle.

If the unmodified casting value for this spell was a 9+ then the range of this spell is increased to 18".