



VAMPIRE COUNTS



WARSCROLLS COMPENDIUM

INTRODUCTION

In the war-torn Mortal Realms, the unquiet dead are plentiful indeed. Some have the power to bind the slain to their will, from the most bestial corpse to the most kingly of spectres. Their revenant armies walk abroad

in every realm, grave-cold blades hacking into warm flesh whenever their masters seek dominion over the living. None can rival Nagash, the Great Necromancer – even Sigmar himself has cause to fear his name.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSROLL KEY

1. Title: The name of the model that the warscroll describes.

2. Characteristics: This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.

3. Description: The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).

4. Abilities: Abilities are things that the model can do during a game that are not covered by the standard game rules.

5. Keywords: All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.

6. Damage Table: Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

1 MORGHAST HARBINGERS



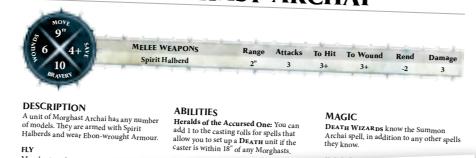
2

3 DESCRIPTION
A unit of Morghaст Harbingers has a member of morghaст Harbingers are armed with Spirit Swords.

4 ABILITIES
Heralds of the Accursed One: You can allow up to 2 units to set up a Deathcaster within 18" of any Morghaст. Harbingers of Death: Roll 1 dice instead of 2 when determining the charge range for this unit. If the charge is within 18" of the enemy, the unit can decide a charge for this unit if it is within 18" of the enemy rather than 12".

5 KEYWORDS DEATH, REANIMANT, DEATHLORD, MORGHAст HARBINGERS

2 MORGHAст ARCHAI

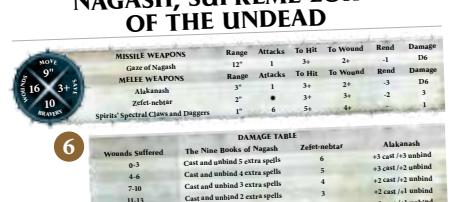


3 DESCRIPTION
A unit of Morghaст Archai has any member of models. They are armed with Spirit Halberd and wear Ebon-wrought Armour.

4 ABILITIES
Heralds of the Accursed One: You can allow up to 2 units to set up a Deathcaster within 18" of any Morghaст. Archai. Harbingers of Death: Roll 1 dice instead of 2 when determining the charge range for this unit. If the charge is within 18" of the enemy, the unit can decide a charge for this unit if it is within 18" of the enemy rather than 12".

5 KEYWORDS DEATH, REANIMANT, DEATHLORD, MORGHAст ARCHAI

3 NAGASH, SUPREME LORD OF THE UNDEAD



4 DAMAGE TABLE
The Nine Books of Nagash: The Nine Books of Nagash allow him to cast extra spells in his own turn. He can cast one spell each time he casts a spell in his own turn. The number of different spells he can attempt to cast each turn is 6, the unit that inflicted the mortal wound suffers one in return as the attack is reflected back at the unit.

5 DESCRIPTION
Nagash is a single model. He fights with Gaze of Nagash, the Mortal Blade, and is protected by the black plate of Mortalblade. He can cast three different spells in each turn to inflict mortal wounds. He can also turn the Nine Books of Nagash, and, in doing so, he can deadly Gaze can strike down the most powerful foes. Nagash is accompanied by his spectral claws and Dagues.

6 ABILITIES
Mortalknife: Roll a dice each time Nagash suffers a mortal wound. If the result is a 4 or more, the Black Arrow deflects the mortal wound and Nagash suffers a mortal wound instead. The unit that inflicted the mortal wound suffers one in return as the attack is reflected back at the unit.

7 MAGIC
Nagash is a wizard. He can attempt to cast three different spells in each of your turns. Nagash can cast any of the following spells in each enemy hero phase. In addition, he can attempt to cast any of the following spells in each of your turns. Nagash is the A-cane Body, Mystic Shield, Hand of Death, and Soul Stealer. Nagash can also cast any spells known by other DEATH WIZARDS on the battlefield.

8 HANDS OR DUST
The Hand of Dust: The Hand of Dust can either cast any mortal, turning them to little more than a pile of bones. The Hand of Dust has a casting value of 6. If successfully cast, pick one mortal spell and cast it. If the casting value of the spell is greater than that unit's W布erty, it suffers 1 mortal wound instead. If the casting value of the spell is less than that unit's W布erty, it suffers 2 mortal wounds instead. Nagash has the Hand of Dust and Soul Stealer inflicted on the target.

9 COMMAND ABILITY
Soul Stealer: Levelling Alaknash in a like enemy. Nagash can cast any mortal for sustenance. Soul Stealer has a casting value of 6. If successfully cast, pick one mortal spell and cast it. If the casting value of the spell is greater than that unit's W布erty, it suffers 1 mortal wound instead. If the casting value of the spell is less than that unit's W布erty, it suffers 2 mortal wounds instead. Nagash has the Hand of Dust and Soul Stealer inflicted on the target.

10 KEYWORDS DEATH, DEATHLORD, MONSTER, HERO, PRIEST, WIZARD, NAGASH

Warhammer Age of Sigmar © Games Workshop Ltd. 2015

NAGASH, SUPREME LORD OF THE UNDEAD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Nagash	12"	1	3+	2+	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alakanash	3"	1	3+	2+	-3	D6
Zefet-nebtar	2"	*	3+	3+	-2	3
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

DAMAGE TABLE						
Wounds Suffered	The Nine Books of Nagash	Zefet-nebtar	Alakanash			
0-3	Cast and unbind 5 extra spells	6	+3 cast /+3 unbind			
4-6	Cast and unbind 4 extra spells	5	+3 cast /+2 unbind			
7-10	Cast and unbind 3 extra spells	4	+2 cast /+2 unbind			
11-13	Cast and unbind 2 extra spells	3	+2 cast /+1 unbind			
14+	Cast and unbind 1 extra spell	2	+1 cast /+1 unbind			

DESCRIPTION

Nagash is a single model. He fights with Zefet-nebtar, the Mortis Blade, and is protected by the black plates of Morikhane, his magical suit of armour. Around him swirl the Nine Books of Nagash, and in one hand he holds Alakanash, the Staff of Power. Even his deathly Gaze can strike down the most powerful of foes. Nagash is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Nagash can fly.

ABILITIES

Morikhane: Roll a dice each time Nagash suffers a mortal wound. If the result is a 4 or more, the Black Armour deflects the mortal wound and it is ignored; if the result is 6, the unit that inflicted the mortal wound suffers one in return as the attack is reflected back at them.

The Nine Books of Nagash: The Nine Books of Nagash allow him to cast extra spells in his own hero phase, and unbind extra spells in the enemy hero phase. The number of different spells he can attempt to cast or unbind is shown on the damage table above.

The Staff of Power: Add the modifier listed on the Damage Table to any casting or unbinding rolls for Nagash.

Death Magic Incarnate: If Nagash successfully casts a spell that allows you to set up a new **DEATH** unit, you can double the number of models set up in that unit (if he summoned a **HERO** or a **MONSTER**, you can set up two units instead of one).

Frightful Touch: If the hit roll for an attack made by the spirits' Spectral Claws and Daggers is 6 or more, their frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of the normal damage.

MAGIC

Nagash is a wizard. He can attempt to cast three different spells in each of your hero phases, and attempt to unbind three spells in each enemy hero phase. In addition, he can attempt to cast or unbind extra spells with the Nine Books of Nagash. He knows the Arcane Bolt, Mystic Shield, Hand of Dust and Soul Stealer spells, as well as any spells known by other **DEATH WIZARDS** on the battlefield.

HAND OF DUST

It is said that the touch of Nagash can wither and age any mortal, turning them to little more than a pile of dusty bones in mere moments. Hand of Dust has a casting value of 8. If successfully cast, pick an enemy model within 3". Then, take a dice and hide it in one of your hands. Hold your hands in front of your opponent and ask them to pick one. If they pick the one holding the dice, their model dodges the attack. If not, the model is turned to dust and is slain!

SOUL STEALER

Levelling Alakanash at the enemy, Nagash can steal their souls for sustenance. Soul Stealer has a casting value of 6. If successfully cast, pick an enemy unit within 24" and roll two dice. If the total score is greater than that unit's Bravery, it suffers D3 mortal wounds. If the total score is at least double that unit's Bravery, it suffers D6 mortal wounds instead. Nagash heals one wound for each mortal wound inflicted on the target.

COMMAND ABILITY

Supreme Lord of Death: Nagash's unbreakable will infuses his army with unknowable power. If Nagash uses this ability then until your next hero phase you can re-roll hit and save rolls of 1 for all **DEATH** units in your army and they do not need to take battleshock tests.

KEYWORDS

DEATH, DEATHLORD, MONSTER, HERO, PRIEST, WIZARD, NAGASH

ARKHAN THE BLACK



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Zefet-kar	1"	1	3+	3+	-1	D3
Khenash-an	2"	1	4+	3+	-1	D3
Razarak's Ebon Claws	1"	*	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Ebon Claws	Khenash-an
0-2	16"	6	+2 cast /+2 unbind
3-4	13"	5	+2 cast /+1 unbind
5-6	10"	4	+1 cast /+1 unbind
7-8	7"	3	+1 cast
9+	4"	2	-

DESCRIPTION

Arkhan the Black is a single model. He fights with Zefet-kar, the Tomb Blade, and rides into battle on the back of Razarak, a dread abyssal mount that strikes down Arkhan's foes with its Ebon Claws. Arkhan also carries Khenash-an, the Staff of Spirits – an arcane artefact that stores the magical energy Arkhan uses to empower his spells. Arkhan is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Arkhan the Black can fly.

ABILITIES

Feaster of Souls: Arkhan the Black heals 2 wounds at the end of each combat phase in which he slew any models.

Staff of Spirits: When Arkhan attempts to cast or unbind a spell, add Khenash-an's modifier (listed on the damage table above) to the roll.

Mortarch of Sacrament: You can add 1 to Arkhan's casting rolls for spells that allow you to set up a new **DEATH** unit on the battlefield.

Frightful Touch: If the hit roll for an attack made by the spirits' Spectral Claws and Daggers is 6 or more, their frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of the normal damage.

MAGIC

Arkhan the Black is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Curse of Years spells. Arkhan also knows the spells of any **DEATH WIZARD** that is within 18" of him.

CURSE OF YEARS

Tracing a spiteful gesture in the air, Arkhan curses the enemy to age at an incredible rate. Curse of Years has a casting value of 6. If successfully cast, pick a visible unit within 18" and roll ten dice. For each roll of 6, that unit suffers a mortal wound and you can roll an extra dice. For each roll of 5 or more on these extra dice, the target suffers another mortal wound and you can roll another dice. Now, for each roll of 4

or more, the target suffers another mortal wound and you can roll another dice. Keep rolling dice in this way, inflicting mortal wounds and reducing the roll needed to cause them by 1 each time, until either no wounds are inflicted or the target unit has been reduced to a pile of corpse-dust!

COMMAND ABILITY

First of the Mortarchs: If Arkhan the Black uses this ability, then all **DEATH WIZARDS** within 18" of him can increase the range of their spells by 6" this phase.

KEYWORDS

DEATH, SKELETON, DEATHLORD, MONSTER, HERO, WIZARD, ARKHAN THE BLACK

MANNFRED, MORTARCH OF NIGHT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gheistvor	1"	4	3+	3+	-1	D3
Sickle-glaive	2"	2	3+	3+	-1	2
Ashigaroth's Ebon Claws	1"	*	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Ebon Claws	Vigour of Undeath
0-2	16"	6	15"
3-4	13"	5	12"
5-6	10"	4	9"
7-8	7"	3	6"
9+	4"	2	3"

DESCRIPTION

Mannfred, Mortarch of Night, is a single model. He is armed with Gheistvor, the Sword of Unholy Power, and a Sickle-glaive. He also wears the Armour of Templehof and rides into battle on the back of Ashigaroth – a dread abyssal mount that strikes down the vampire's foes with its Ebon Claws. Mannfred is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Mannfred can fly when he is mounted upon Ashigaroth.

ABILITIES

Feaster of Souls: Mannfred, Mortarch of Night, heals 2 wounds at the end of each combat phase in which he slew any models.

Armour of Templehof: The first wound or mortal wound inflicted on Mannfred each turn is absorbed by the Armour of Templehof and ignored.

Sword of Unholy Power: If Gheistvor inflicts any wounds in the combat phase, you can add 1 to the next casting or unbinding roll for Mannfred.

Mortarch of Night: If it is nighttime, or you cannot see the sun, you can add 1 to all hit and wound rolls for Gheistvor.

Frightful Touch: If the hit roll for an attack made by the spirits' Spectral Claws and Daggers is 6 or more, their frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of the normal damage.

MAGIC

Mannfred is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wind of Death spells.

WIND OF DEATH

Mannfred sends forth a gust of spectral wind that tears the souls from the bodies of any who feel its bite. Wind of Death has a casting value of 7. If successfully cast, pick a visible model within 18" of the caster. Each enemy unit within 6" of that model suffers 1 mortal wound, while the model's own unit suffers D3 mortal wounds.

COMMAND ABILITY

Mortarch's Vigour of Undeath:

Mannfred's iron will binds his minions to his service and pushes them beyond their normal limits. If Mannfred uses this ability, then until your next hero phase you can re-roll hit and wound rolls of 1 for **DEATH** units from your army that are within the range shown on the damage table.

KEYWORDS

DEATH, VAMPIRE, DEATHLORD, MONSTER, HERO, WIZARD, MANNFRED VON CARSTEIN

NEFERATA, MORTARCH OF BLOOD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Akmet-har	1"	5	2+	3+	-1	1
Aken-seth	1"	2	2+	3+	-2	2
Nagadron's Skeletal Claws	1"	*	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Skeletal Claws	Twilight's Allure
0-2	16"	6	15"
3-4	13"	5	12"
5-6	10"	4	9"
7-8	7"	3	6"
9+	4"	2	3"

DESCRIPTION

Neferata is a single model. She is armed with Akmet-har, the Dagger of Jet, in one hand, and carries Aken-seth, the Staff of Pain, in the other. She rides into battle on the back of Nagadron, a dread abyssal mount that strikes down her foes with its Skeletal Claws. Neferata is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Neferata can fly.

ABILITIES

Dagger of Jet: The Dagger of Jet saps the vitality and fighting spirit of its victims, leaving them at Neferata's mercy. If a model suffers any wounds from Akmet-har but is not slain, roll a dice at the end of the phase. If the roll is greater than that model's remaining number of wounds, it cannot fight on or defend itself and is contemptuously slain by Neferata.

Feaster of Souls: Neferata, Mortarch of Blood, heals 2 wounds at the end of each combat phase during which she slew any models.

Mortarch of Blood: Each time Neferata slays an enemy HERO in the combat phase with either Akmet-har or Aken-seth, she transforms that hero into one of her thralls; you can set up a Vampire Lord within 6" of Neferata. This model is added to your army, but cannot attack in that combat phase.

Frightful Touch: If the hit roll for an attack made by the spirits' Spectral Claws and Daggers is 6 or more, their frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of the normal damage.

MAGIC

Neferata is a wizard. She can attempt to cast two different spells in each of your hero phases, and attempt to unbind two different spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Dark Mist spells.

DARK MIST

At her arcane command, tendrils of dark mist coil around Neferata's minions, turning their corporeal forms as insubstantial as smoke. Dark Mist has a casting value of 6. If successfully cast, pick a unit within 18". Until your next hero phase, that unit can fly and ignores the Rend of any weapons that target it.

COMMAND ABILITY

Twilight's Allure: Neferata's beauty is never more apparent than when she marches at the head of a mighty army. If Neferata uses this ability, then until your next hero phase enemy units that are within range (see the damage table) are distracted by her dark majesty – your opponent must subtract 1 from all hit rolls for these units.

KEYWORDS

DEATH, VAMPIRE, DEATHLORD, MONSTER, HERO, WIZARD, NEFERATA

MORGHAST HARBINGERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spirit Swords	1"	5	3+	3+	-1	2

DESCRIPTION

A unit of Morghast Harbingers has any number of models. Morghast Harbingers are armed with Spirit Swords.

FLY

Morghast Harbingers can fly.

ABILITIES

Heralds of the Accursed One: You can add 1 to the casting rolls for spells that allow you to set up a **DEATH** unit if the caster is within 18" of any Morghasts.

Harbingers of Death: Roll 3 dice instead of 2 when determining the charge range for this unit. In addition, you can declare a charge for this unit if it is within 18" of the enemy rather than 12".

MAGIC

DEATH WIZARDS know the Summon Harbingers spell, in addition to any other spells they know.

SUMMON HARBINGERS

Summon Harbingers has a casting value of 7. If successfully cast, you can set up a unit of up to 2 Morghast Harbingers within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, REANIMANT, DEATHLORD, MORGHAST HARBINGERS

MORGHAST ARCHAI



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spirit Halberd	2"	3	3+	3+	-2	3

DESCRIPTION

A unit of Morghast Archai has any number of models. They are armed with Spirit Halberds and wear Ebon-wrought Armour.

FLY

Morghast Archai can fly.

ABILITIES

Heralds of the Accursed One: You can add 1 to the casting rolls for spells that allow you to set up a **DEATH** unit if the caster is within 18" of any Morghasts.

Ebon-wrought Armour: Each time this unit suffers a mortal wound, roll a dice. If the result is 5 or 6 their Ebon-wrought Armour protects them and the wound is ignored.

MAGIC

DEATH WIZARDS know the Summon Archai spell, in addition to any other spells they know.

SUMMON ARCHAI

Summon Archai has a casting value of 7. If successfully cast, you can set up a unit of up to 2 Morghast Archai within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, REANIMANT, DEATHLORD, MORGHAST ARCHAI

VLAD VON CARSTEIN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood Drinker	1"	6	3+	3+	-2	1

DESCRIPTION

Vlad von Carstein is a single model. He is armed with Blood Drinker, and bears the Carstein Ring on his right hand.

ABILITIES

Carstein Ring: Roll a dice the first time Vlad von Carstein is slain. On a roll of 2 or more you can set up Vlad anywhere within 6" of the point where he was slain, with all his wounds restored.

The Hunger: Vlad von Carstein heals a wound at the end of each combat phase in which he killed any models.

Beloved in Death: You can re-roll hit rolls of 1 for Vlad if Isabella von Carstein is on the battlefield, or all failed hit rolls if she is within 10". If Isabella is slain by the enemy, Vlad flies into a vengeful rage; from then on Blood Drinker inflicts 2 Damage instead of 1.

MAGIC

Vlad von Carstein is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Curse Soul spells.

CURSE SOUL

Uttering words of fell power, Vlad attempts to curse the soul of his victim and enslave it to serve him in undeath for all eternity. Curse Soul has a casting value of 5. If successfully cast, select a visible enemy **HERO** within 6" and roll two dice. If the total is greater than the **HERO'S** Bravery, it suffers a mortal wound. If the model is slain by this spell, you can set up a Wight King where it stood. This model is added to your army.

COMMAND ABILITY

Slaves of Death: If Vlad von Carstein uses this ability, select a **DEATH** unit within 10". Until your next hero phase you can add 1 to all run, charge and wound rolls for that unit.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, HERO, WIZARD, VLAD VON CARSTEIN

COUNT MANNFRED



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gheistvor	1"	4	3+	3+	-1	D3
Sickle-glaive	2"	2	3+	3+	-1	2
Nightmare's Flailing Hooves	1"	2	4+	4+	-	1

DESCRIPTION

Count Mannfred is a single model. He is armed with Gheistvor, the Sword of Unholy Power, and a wicked Sickle-glaive. Mannfred wears the cursed Armour of Templehof, which grants him tremendous endurance.

BARBED NIGHTMARE

Count Mannfred can ride to battle upon a Barbed Nightmare. If he does, his Move is increased to 12" and he gains the Nightmare's Flailing Hooves melee weapon.

ABILITIES

The Hunger: Count Mannfred heals a wound at the end of each combat phase in which he killed any models.

Armour of Templehof: The first wound or mortal wound inflicted on Mannfred each turn is absorbed by the Armour of Templehof and ignored.

Sword of Unholy Power: If Gheistvor inflicts any wounds in the combat phase, you can add 1 to Mannfred's next casting or unbinding roll.

MAGIC

Count Mannfred is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wind of Death spells.

WIND OF DEATH

Mannfred sends forth a gust of spectral wind that tears the souls from the bodies of any who feel its bite. Wind of Death has a casting value of 7. If successfully cast, pick a visible model within 18" of the caster. Each enemy unit within 6" of that model suffers 1 mortal wound, while the model's own unit suffers D3 mortal wounds.

COMMAND ABILITY

Vigour of Undeath: Mannfred reaches out with his formidable will, filling his minions with renewed purpose. If Count Mannfred uses this ability, pick a **DEATH** unit within 15". Until your next hero phase you can re-roll hit and wound rolls of 1 for that unit.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, HERO, WIZARD, MANNFRED VON CARSTEIN

KONRAD VON CARSTEIN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword of Waldenhof	1"	2	3+	3+	-1	2
Wicked Blade	1"	4	3+	3+	-	1

DESCRIPTION

Konrad von Carstein is a single model. He is armed with the Sword of Waldenhof and a Wicked Blade.

ABILITIES

Red Fury: Roll a dice after resolving any attacks with Konrad. If the result is less than the number of models he slew in that phase, he immediately piles in and attacks again.

The Hunger: Konrad von Carstein heals a wound at the end of each combat phase in which he killed any models.

One Bat Short of a Belfry: Konrad is a violent lunatic, and his temper does little to help his stretched sanity. If, during your hero phase, you talk to Konrad von Carstein, you can re-roll all hit rolls of 1 for him until your next hero phase. If Konrad von Carstein talks back to you, re-roll all failed hit rolls instead.

COMMAND ABILITY

Entourage of the Damned: Konrad surrounds himself with Necromancers, determined not to allow his lack of magical talent to hold him back, and they dare not displease him. If Konrad uses this ability, you can re-roll all failed casting attempts made in that hero phase by **NECROMANCERS** from your army within 18" of him.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, HERO, KONRAD VON CARSTEIN

ISABELLA VON CARSTEIN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wickedly Sharp Stiletto	1"	4	3+	4+	-1	1

DESCRIPTION

Isabella von Carstein is a single model. She is armed with a Wickedly Sharp Stiletto, and carries the Blood Chalice of Bathori.

ABILITIES

The Blood Chalice of Bathori: At the end of each combat phase, roll a dice for each model that Isabella slew during the phase. For each roll of 2 or more, Isabella or a **VAMPIRE** within 3" of her heals a wound.

Vlad, My Beloved: You can re-roll failed hit rolls for Isabella if Vlad von Carstein is on the battlefield. If Vlad is slain (and is not returned to 'life' by his ring), Isabella is filled with anguish; from then on she makes 8 attacks rather than 4.

MAGIC

Isabella is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Dark Seduction spells.

DARK SEDUCTION

Isabella enthralls her victim, promising them whatever they desire if only they surrender to her dark will. Dark Seduction has a casting value of 6. If successfully cast, pick a visible model within 18" and roll two dice. If the total is greater than that model's Bravery, it immediately attacks a unit on its own side (even its own unit) using one of its melee weapons. You select which unit will be attacked and which weapon will be used.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, HERO, WIZARD, ISABELLA VON CARSTEIN

VAMPIRE LORD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spirit-possessed Sword	1"	4	3+	3+	-1	D3
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A Vampire Lord is a single model. Each is armed with a Spirit-possessed Sword.

NIGHTMARE

Some Vampire Lords ride into battle on a Nightmare steed; these have Move 10" rather than 5", and can attack with the Nightmare's Hooves and Teeth.

FLYING HORROR

Some Vampire Lords have membranous wings; these have Move 10" and can fly.

ABILITIES

The Hunger: A Vampire Lord heals a wound at the end of each combat phase in which it killed any models.

MAGIC

A Vampire Lord is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield and Spirit Blight spells.

SPIRIT BLIGHT

Spirit Blight has a casting value of 6. If successfully cast, pick a unit within 18". Until your next hero phase, subtract 1 from the Attacks of each of that unit's melee weapons (to a minimum of 1).

COMMAND ABILITY

Blood Feast: If this model uses this ability, pick a **DEATH** unit within 15". Models in that unit make one extra attack with each of their melee weapons until your next hero phase.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, HERO, WIZARD, VAMPIRE LORD

VAMPIRE LORD ON ABYSSAL TERROR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathlance	1"	3	3+	3+	-1	2
Vampiric Sword	1"	4	3+	3+	-1	D3
Abyssal Terror's Claws and Tusks	2"	6	4+	3+	-1	1

DESCRIPTION

A Vampire Lord on Abyssal Terror is a single model. Most Vampire Lords wield a Deathlance, but some prefer to wield a Vampiric Sword. Some Vampire Lords also carry an Ancient Shield for protection. The Vampire's Abyssal Terror attacks its prey with its Claws and Tusks.

FLY

A Vampire Lord on Abyssal Terror can fly.

ABILITIES

The Hunger: This model heals a wound at the end of each combat phase in which it killed any models.

Deathlance Charge: The Damage for a Deathlance is increased to 3 if the model charged in the same turn.

Ancient Shield: A model with an Ancient Shield has a Save of 3+.

MAGIC

A Vampire Lord is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield and Hellish Vigour spells.

HELLISH VIGOUR

The Vampire invigorates the creatures under his command, who move with supernatural speed. Hellish Vigour has a casting value of 5. If successfully cast, pick a **DEATH** unit within 18". That unit doubles its Move in its next movement phase.

COMMAND ABILITY

Supernatural Terror: If a Vampire Lord on Abyssal Terror uses this ability, then until your next hero phase enemy units must roll an extra dice and discard the lowest if they take a battleshock test within 6" of this model.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, HERO, WIZARD, VAMPIRE LORD ON ABYSSAL TERROR

COVEN THRONE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lahmian Vampire's Blood Kiss	1"	1	3+	4+	-	D3
Lahmian Vampire's Stiletto	1"	4	3+	3+	-1	1
Handmaidens' Needle-sharp Poniards	1"	*	3+	3+	-	1
Spectral Host's Ethereal Weapons	1"	*	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Handmaidens	Spectral Host
0-2	14"	8	12
3-4	12"	7	10
5-7	10"	6	8
8-9	8"	5	6
10+	4"	4	4

DESCRIPTION

A Coven Throne is a single model. A beautiful Lahmian Vampire reclines on the throne, striking at any foe that approaches her with her Stiletto before damning them with a Blood Kiss. She is attended by two Pallid Handmaidens that fight with Needle-sharp Poniards, and is protected by a swirling Spectral Host that fights with shimmering Ethereal Weapons.

FLY

A Coven Throne can fly.

ABILITIES

Frightful Strike: If a hit roll for the Spectral Host's Ethereal Weapons is 6 or more, their chilling touch stills the victim's beating heart, inflicting 1 mortal wound instead of its normal damage.

Scrying Pool: Staring into the pool of virgins' blood at the foot of the throne, the handmaidens can discern glimpses of the future. Once per game, you can re-roll any dice roll of your choice.

Blood Kiss: Each time this model slays a HERO using its Blood Kiss, roll a dice; on a 4 or more the Lahmian Vampire has transformed that model into one of her thralls; you can set up a Vampire Lord within 6" of the Coven Throne. The model is added to your army but cannot attack in that combat phase.

MAGIC

The Lahmian Vampire on a Coven Throne is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Beguile spells.

BEGUILE

Staring into her prey's eyes, the caster clouds their minds and steals their hearts. Beguile has a casting value of 6. If successfully cast, pick a visible unit within 12" and roll three dice. If the total score is higher than that unit's Bravery, it cannot target the caster with attacks or spells until your next hero phase.

COMMAND ABILITY

Cunning and Intrigue: The legendary beauty and scrying talents of Lahmian vampires allow them to move through mortal society, seeding their minions where they can disrupt and take advantage of enemy plans. If a Lahmian Vampire atop a Coven Throne uses this ability, and the dice rolled at the start of the next battle round is a tie, you can decide who will take the first turn of that battle round.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, MALIGNANT, HERO, WIZARD, COVEN THRONE

VARGHEISTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Murderous Fangs and Talons	1"	3	3+	3+	-1	2

DESCRIPTION

A unit of Vargheists has 3 or more models. They tear their prey apart in a savage frenzy with their Murderous Fangs and Talons.

VARGOYLE

The leader of this unit is a Vargoyle. A Vargoyle makes 4 attacks instead of 3.

FLY

Vargheists can fly.

ABILITIES

Blood-maddened Feeding Frenzy: Roll a dice each time a model from this unit slays an enemy model; on a 6, it can immediately make one extra attack.

MAGIC

DEATH WIZARDS know the Summon Vargheists spell, in addition to any other spells they know.

SUMMON VARGHEISTS

Summon Vargheists has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Vargheists within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 11 or more, set up a unit of up to 6 Vargheists instead.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, VARGHEISTS

BLOOD KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood Lance or Blade	1"	3	3+	3+	-1	1
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Blood Knights has 5 or more models. Blood Knights are armed with Blood Lances or Blades and carry Bloodshields. They ride Nightmares that attack the enemy with their Hooves and Teeth.

KASTELLAN

The leader of this unit is a Kastellan. You can add 1 to hit rolls for a Kastellan.

STANDARD BEARER

Models in this unit may be Standard Bearers. You can return one slain model to this unit in your hero phase if it includes any Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

The Hunger: Models from this unit heal 1 wound at the end of the combat phase if the unit slew any models during that phase.

Bloody Charge: The Damage of this unit's Blood Lances or Blades is increased to D3 if it charged in the same turn.

Bloodshields: You can add 1 to the save rolls for a unit carrying Bloodshields against attacks that have a Rend of -1.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, BLOOD KNIGHTS

FELL BATS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Elongated Fangs	1"	3	4+	4+	-	1

DESCRIPTION

A unit of Fell Bats has 3 or more models. The beasts slice open their prey's flesh with Elongated Fangs before gorging on the gushing lifeblood in horrific, slurping draughts.

FLY

Fell Bats can fly.

ABILITIES

Scent of Gore: If an enemy model is slain within 6" of a Fell Bat, all models in that Fell Bat's unit make 6 attacks instead of 3 for the rest of the battle.

MAGIC

DEATH WIZARDS know the Summon Fell Bats spell, in addition to any other spells they know.

SUMMON FELL BATS

Summon Fell Bats has a casting value of 5. If successfully cast, you can set up a unit of up to 3 Fell Bats within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, SOULBLIGHT, FELL BATS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Teeth	3"	5	5+	5+	-	1

DESCRIPTION

A Bat Swarm can have any number of models. The bats descend upon the battlefield in a screeching cloud of flapping leathery wings and Razor-sharp Teeth, crawling between their victims' armour joints and draining them of their life-essence.

FLY

Bat Swarms can fly.

ABILITIES

Cloud of Horror: Bat Swarms are a horror to face, a cloud of fluttering black shadows that sweeps over the battlefield causing the foe to duck for cover. Units from your opponent's army must subtract 1 from their hit rolls if they are within 12" of any Bat Swarms in the shooting phase.

Blood Suckers: If a Bat Swarm inflicts any wounds in the combat phase, it heals all of its wounds at the end of the phase.

MAGIC

DEATH WIZARDS know the Summon Bat Swarms spell, in addition to any other spells they know.

SUMMON BAT SWARMS

Summon Bat Swarms has a casting value of 5. If successfully cast, you can set up a unit of up to 3 Bat Swarms within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, SOULBLIGHT, BAT SWARMS

HEINRICH KEMMLER, THE LICHEMASTER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skull Staff	2"	1	4+	3+	-1	D3
Chaos Tomb Blade	1"	2	4+	3+	-1	2

DESCRIPTION

Heinrich Kemmler is a single model. He is armed with the Chaos Tomb Blade, carries the Skull Staff and wears the Cloak of Mist and Shadows.

ABILITIES

Lichemaster: Each time Heinrich Kemmler suffers a wound or mortal wound and there is another **DEATH** unit from your army within 3", you can roll a dice; on a 2 or more he ignores the wound but one of these units suffers a mortal wound in his stead.

Chaos Tomb Blade: Roll a dice each time a model is slain by the Chaos Tomb Blade. On a 2 or more, you can add 1 model to a unit of **SKELETON WARRIORS** or **ZOMBIES** within 18" of Kemmler.

Skull Staff: You can add 1 to all unbinding rolls for Heinrich Kemmler.

Cloak of Mists and Shadows: At the start of the hero phase, you can remove Heinrich Kemmler from the battlefield and then set him up again within 2D6" of his previous location.

MAGIC

Heinrich Kemmler is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Invigorate spells.

INVIGORATE

Throwing his arms wide, Heinrich Kemmler unleashes a wave of dark sorcery that infuses his minions. Invigorate has a casting value of 6. If successfully cast, every **DEATH** model in your army within 18" of Heinrich Kemmler heals a wound.

KEYWORDS

DEATH, NECROMANCER, DEATHMAGE, HERO, WIZARD, HEINRICH KEMMLER

NECROMANCER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Necromancer's Staff	2"	1	4+	3+	-1	D3
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A Necromancer is a single model. He is armed with a Necromancer's Staff.

NIGHTMARE

Some Necromancers ride to battle on Nightmares; they have Move 10" instead of 5" and gain the Nightmare's Hooves and Teeth attack.

ABILITIES

Undead Minions: Each time this model suffers a wound or mortal wound and there is another **DEATH** unit from your army within 3", you can roll a dice; on a 4 or more the Necromancer ignores that wound but one of these units suffers a mortal wound in his stead.

MAGIC

A Necromancer is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Vanhel's Danse Macabre spells.

VANHEL'S DANSE MACABRE

The undead are filled with magical energy that causes them to jerk forwards and attack with tireless, unnatural speed. Vanhel's Danse Macabre has a casting value of 6. If successfully cast, pick a **SKELETON**, **MORDANT** or **ZOMBIE** unit within 18"; that unit can pile in and attack twice in your next combat phase.

KEYWORDS

DEATH, NECROMANCER, DEATHMAGE, HERO, WIZARD

ZOMBIES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Zombie Bite	1"	1	6+	6+	-	1

DESCRIPTION

A unit of Zombies has 10 or more models. They shamble forwards in a rotting horde, burying their victims in a suffocating press of mouldering bodies before biting into their exposed flesh with decaying teeth.

STANDARD BEARER

Models in this unit may be standard bearers. You can return D6 slain models to this unit in your hero phase if it includes any standard bearers.

NOISE MAKER

Models in this unit may be Noise Makers. A unit that includes any Noise Makers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Dragged Down and Torn Apart: You can add 1 to the hit and wound rolls for a unit of Zombies if it has 10 or more models, 2 if it has 20 or more models, or 3 if it has 30 or more models.

The Newly Dead: At the end of the combat phase, roll a dice for each model slain by this unit. For each roll of a 6, one of their victims returns to unlife and joins the shambling hordes; add a zombie to this unit.

Shambling Horde: If two or more units of Zombies from your army are within 1" of each other in your hero phase, they can merge and become a single unit for the rest of the battle.

Vigour Mortis: You can add 1 to all hit rolls for this unit if it is within 9" of any **CORPSE CARTS** from your army when it attacks.

MAGIC

DEATH WIZARDS know the following spell, in addition to any other spells they know.

RAISE ZOMBIES

Raise Zombies has a casting value of 4. If successfully cast, you can set up a unit of up to 10 Zombies within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the result of the casting roll was 8 or more, set up a unit of up to 20 Zombies instead.

KEYWORDS

DEATH, ZOMBIE, DEADWALKER

DIRE WOLVES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotting Fangs and Claws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Dire Wolves has 5 or more models. They savage their terrified prey with Rotting Fangs and Claws.

DOOM WOLF

The leader of this unit is a Doom Wolf. A Doom Wolf makes 3 attacks rather than 2.

ABILITIES

Slavering Charge: Add 1 to the wound rolls for this unit if it made a charge move in the same turn.

Vigour Necris: You can add 1 to all save rolls for this unit whilst it is within 9" of any **CORPSE CARTS** from your army.

MAGIC

DEATH WIZARDS know the Summon Dire Wolves spell, in addition to any other spells they know.

SUMMON DIRE WOLVES

Summon Dire Wolves has a casting value of 5. If successfully cast, you can set up a unit of up to 5 Dire Wolves within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 10 Dire Wolves instead.

KEYWORDS

DEATH, ZOMBIE, DEADWALKER, DIRE WOLVES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Corpsemaster's Goad	2"	2	4+	4+	-	1
Zombie Horde	1"	2D6	5+	5+	-	1

DESCRIPTION

A Corpse Cart is a single model. It is controlled by a Corpsemaster armed with a wicked Goad and dragged into battle by a shambling Zombie Horde. Mounted on the back of the cart is either a Balefire Brazier or an Unholy Lodestone.

ABILITIES

Balefire Brazier: Your opponent must subtract 1 from casting rolls for **WIZARDS** in his army that are within 18" of any Corpse Carts with Balefire Braziers.

Unholy Lodestone: You can add 1 to the casting rolls for **DEATH WIZARDS** from your army that are within 18" of any Corpse Carts with an Unholy Lodestone.

KEYWORDS

DEATH, ZOMBIE, DEADWALKER, CORPSE CART

MORTIS ENGINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wail of the Damned	*			See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
CorpseMaster's Mortis Staff	1"	1	4+	3+	-1	D3
Spectral Host's Ethereal Weapons	1"	*	5+	4+	-	1

DAMAGE TABLE						
Wounds Suffered	Move	Wail of the Damned		Ethereal Weapons		
0-2	14"		9"			12
3-4	12"		8"			10
5-7	10"		7"			8
8-9	8"		6"			6
10+	4"		5"			4

DESCRIPTION

A Mortis Engine is a single model. The Mortis Engine is watched over by a deathless CorpseMaster, who attacks any who approach too closely with a gnarled Mortis Staff. He is protected by a swirling Spectral Host that fights with shimmering Ethereal Weapons, while above the Mortis Engine a cloud of Tomb Banshees scream a Wail of the Damned, cursing those who hear it to a maddening demise. The Mortis Engine cages an ancient Reliquary with a dark aura that can be unleashed to devastating effect. Some also carry Blasphemous Tomes – a boon to nearby practitioners of death magic and a curse to all other spellcasters.

FLY

Mortis Engines can fly.

ABILITIES

Wail of the Damned: The cacophony raised by the Tomb Banshees circling a Mortis Engine is enough to freeze the blood in a mortal's veins. In the hero phase, roll two dice for each enemy unit within the range shown on the damage table. If the total is higher than that unit's Bravery, it suffers D3 mortal wounds.

Frightful Strike: If a hit roll for the Spectral Host's Ethereal Weapons is 6 or more, their chilling touch stills the victim's beating heart, inflicting 1 mortal wound instead of its normal damage.

The Reliquary: Once per battle, in the hero phase, the CorpseMaster can unleash the energies stored by the Reliquary. When he does so, roll four dice. Each unit within that many inches is struck by a wave of necromantic force. **DEATH** units that are struck heal D3 wounds, but any other unit suffers D3 mortal wounds.

Blasphemous Tome: You can add 1 to the casting rolls for any **DEATH WIZARDS** within 12" of any Mortis Engines with a Blasphemous Tome. You and your opponent must subtract 1 from the casting rolls of all other **WIZARDS** that are within 12" of any Mortis Engines with a Blasphemous Tome.

KEYWORDS

DEATH, NECROMANCER, MALIGNANT, DEATHMAGE, MORTIS ENGINE

KRELL, LORD OF UNDEATH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Black Axe of Krell	1"	4	3+	3+	-1	D3

DESCRIPTION

Krell is a single model. He is armed with the Black Axe of Krell, and wears the Armour of the Barrows.

ABILITIES

Champion of the Dead: You can add 1 to all hit rolls for Krell when he targets a HERO.

Black Axe of Krell: Roll a dice at the end of the combat phase for each enemy model that Krell wounded but did not slay. If the result is greater than the number of wounds that model has remaining, it is slain.

Armour of the Barrows: Halve any wounds or mortal wounds inflicted on Krell (rounding fractions up).

COMMAND ABILITY

Lord of Bones: If Krell uses this ability, pick one unit of SKELETONS within 18". All models in that unit make one extra attack with each of their weapons until your next hero phase.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, KRELL



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleful Tomb Blade	1"	4	3+	3+	-1	1
Skeletal Steed's Hooves and Teeth	1"	1	4+	5+	-	1

DESCRIPTION

A Wight King is a single model bearing a Baleful Tomb Blade. Many Wight Kings bear an Ancient Shield to batter aside the enemy's blows, but some instead bear an Infernal Standard.

SKELETAL STEED

Some Wight Kings ride a Skeletal Steed. They move 12" rather than 4", and their steed attacks with its Hooves and Teeth.

ABILITIES

Infernal Standard: Infernal Standards are saturated with death magic, which can sustain the undead. A Wight King with an Infernal Standard has the **TOTEM** keyword. Roll a dice each time a **DEATH** model from your army is slain within 9" of an Infernal Standard. On a 6, the magic of the Infernal Standard sustains that warrior and the attack that slew him is ignored. In your hero phase, a Wight King can plant his standard; if he does so, you cannot move him until your next hero phase, but until then the Infernal Standard's influence is extended to 18".

Beheading Strike: If the wound roll for an attack made with a Baleful Tomb Blade is 6 or more, that attack inflicts D3 damage rather than 1.

Ancient Shield: A Wight King with an Ancient Shield has a Save of 3+.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, WIGHT KING

SKELETON WARRIORS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Blade	1"	1	4+	4+	-	1
Ancient Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Skeleton Warriors has 10 or more models. Some units are equipped with Ancient Blades, whilst others go to war with Ancient Spears. Units of Skeleton Warriors also carry a shield for protection, either battered Crypt Shields or tall Tomb Shields.

SKELETON CHAMPION

The leader of this unit is a Skeleton Champion. A Skeleton Champion makes 2 attacks rather than 1.

ICON AND STANDARD BEARER

Models in this unit may be Icon Bearers or Standard Bearers. You can return D6 slain models to this unit in your hero phase if it includes any Icon or Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Serve in Death: You can add 1 to hit rolls for units of Skeleton Warriors that are within 18" of a **DEATH HERO** from your army.

Skeleton Legion: Models in this unit make 1 extra attack with their melee weapon if their unit has 20 or more models. They make 2 extra attacks instead if their unit has 30 or more models.

Crypt Shield: You can add 1 to save rolls for a unit carrying Crypt Shields against attacks that have a Rend of -2.

Tomb Shield: A unit carrying Tomb Shields can create a shield fortress instead of running or charging in its turn. If it does so, add 1 to save rolls for the unit until its next movement phase.

MAGIC

DEATH WIZARDS know the Raise Skeletons spell, in addition to any other spells they know.

RAISE SKELETONS

Raise Skeletons has a casting value of 5. If successfully cast, you can set up a unit of up to 10 Skeleton Warriors within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 20 Skeleton Warriors instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SKELETON WARRIORS

GRAVE GUARD



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Wight Blade	1"	2	3+	4+	-1	1
Great Wight Blade	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Grave Guard has 5 or more models. Some units of Grave Guard are equipped with Wight Blades and Crypt Shields. Others are instead equipped with two-handed Great Wight Blades.

STANDARD BEARER

Models in this unit may be Standard Bearers. You can return D3 slain models to this unit in your hero phase if it includes any Standard Bearers.

SENECHAL

The leader of this unit is a Seneschal. A Seneschal makes 3 attacks rather than 2.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Cursed Weapons: If the wound roll for a model from this unit is 6 or more, that attack inflicts double Damage.

Crypt Shields: You can add 1 to save rolls for a unit carrying Crypt Shields against attacks that have a Rend of -1.

MAGIC

DEATH WIZARDS know the Raise Grave Guard spell, in addition to any other spells they know.

RAISE GRAVE GUARD

Raise Grave Guard has a casting value of 5. If successfully cast, you can set up a unit of up to 5 Grave Guard within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 10 Grave Guard instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, GRAVE GUARD

BLACK KNIGHTS



DESCRIPTION

A unit of Black Knights has 5 or more models. Black Knights are armed with rusted Barrow Lances and carry Crypt Shields. They ride Skeletal Steeds that lash out at the enemy with their Hooves and Teeth.

HELL KNIGHT

The leader of this unit is a Hell Knight. A Hell Knight makes 2 attacks with its Barrow Lance instead of 1.

STANDARD BEARER

Models in this unit may be Standard Bearers. You can return D3 slain models to this unit in your hero phase if it includes any Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Spectral Steeds: Black Knights can move across scenery (but not enemy models) as if they could fly.

Deathly Charge: Add 1 to the wound rolls and Damage for this unit's Barrow Lances if it charged in the same turn.

Crypt Shields: You can add 1 to save rolls for this unit against attacks that have a Rend of '-2'.

MAGIC

DEATH WIZARDS know the Raise Black Knights spell, in addition to any other spells they know.

RAISE BLACK KNIGHTS

Raise Black Knights has a casting value of 5. If successfully cast, you can set up a unit of up to 5 Black Knights within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 10 Black Knights instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, BLACK KNIGHTS

STRIGOI GHOUL KING



DESCRIPTION

A Ghoul King is a single model. He is a terrifying opponent possessed of inhuman strength and agility, who rips his victims apart with his Gore-slick Talons and Fangs.

ABILITIES

Flesh-gorger: A Strigoi Ghoul King heals D3 wounds at the end of each combat phase in which he slew any models.

MAGIC

A Strigoi Ghoul King is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Black Hunger spells.

BLACK HUNGER

The Ghoul King stokes the necromantic energies flowing in his followers' rotten veins, raising their hunger to terrible new heights. Black Hunger has a casting

value of 5. If successfully cast, pick a **FLESH-EATER** unit within 18". That unit can make 1 extra attack with each of its melee weapons until your next hero phase.

COMMAND ABILITY

Lord of the Flesh-eaters: If a Strigoi Ghoul King uses this ability, then until your next hero phase you can add 1 to hit and wound rolls for **FLESH-EATER** units from your army within 18" of him when they attack in the combat phase.

KEYWORDS

DEATH, VAMPIRE, FLESH-EATER, HERO, WIZARD, STRIGOI GHOUL KING

CRYPT GHOULS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharpened Teeth and Filthy Claws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Crypt Ghouls has 10 or more models. They frantically tear into their victims with Sharpened Teeth and Filthy Claws.

CRYPT GHAST

The leader of this unit is a Crypt Ghast. You can add 1 to wound rolls for a Crypt Ghast.

ABILITIES

Ravenous Corpse-eaters: Crypt Ghouls make 3 attacks with their Sharpened Teeth and Filthy Claws if their unit has 20 or more models.

Unholy Masters: You can re-roll hit rolls of 1 for units of Crypt Ghouls that are within 15" of a **GOUL KING** from your army.

MAGIC

DEATH WIZARDS know the Summon Ghouls spell, in addition to any other spells they know.

SUMMON GHOULS

Summon Ghouls has a casting value of 5. If successfully cast, set up a unit of up to 10 Crypt Ghouls within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 20 Crypt Ghouls instead.

KEYWORDS

DEATH, MORDANT, FLESH-EATER, CRYPT GHOULS

CRYPT HORRORS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Clubs and Septic Talons	1"	3	4+	3+	-	2

DESCRIPTION

A unit of Crypt Horrors has 3 or more models. They fight with Clubs and Septic Talons.

CRYPT HAUNTER

The leader of this unit is a Crypt Haunter. A Crypt Haunter makes 4 attacks.

ABILITIES

Ravenous Flesh-eaters: Each time you make a wound roll of 6 for a Crypt Horror, that attack inflicts 3 damage instead of 2.

Freakish Metabolism: Models in this unit heal 1 wound in each of your hero phases.

Creations of the Ghoul Kings: You can re-roll failed hit rolls for a unit of Crypt Horrors if it is within 15" of a **STRIGOI GOUL KING** from your army.

MAGIC

DEATH WIZARDS know the Summon Crypt Horrors spell, in addition to any other spells they know.

SUMMON CRYPT HORRORS

Summon Crypt Horrors has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Crypt Horrors within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 11 or more, set up a unit of up to 6 Crypt Horrors instead.

KEYWORDS

DEATH, MORDANT, FLESH-EATER, CRYPT HORRORS

VARGHULF



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Immense Claws	2"	4	3+	3+	-1	2
Dagger-like Fangs	1"	1	3+	2+	-2	D3

DESCRIPTION

A unit of Varghulfs has any number of models. They rip their prey apart with Immense Claws and Dagger-like Fangs.

FLY

Varghulfs can fly.

ABILITIES

Bestial Fury: If there are at least 10 enemy models within 3" after a Varghulf piles in, it makes 6 attacks rather than 4 with its Immense Claws.

Feed on Dark Magic: A Varghulf heals a wound each time a **DEATH WIZARD** successfully casts a spell within 18".

Monstrous Hunger: A Varghulf heals D3 wounds at the end of each combat phase in which it slew any models.

MAGIC

DEATH WIZARDS know the Summon Varghulf spell, in addition to any other spells they know.

SUMMON VARGHULF

Summon Varghulf has a casting value of 7. If successfully cast, you can set up a Varghulf within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, VAMPIRE, FLESH-EATER, VARGHULF

CAIRN WRAITH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaper Scythe	2"	3	4+	3+	-1	2

DESCRIPTION

A Cairn Wraith is a single model. It attacks with a two-handed Reaper Scythe that harvests the souls of the enemy with each fell sweep.

FLY

Cairn Wraiths can fly.

ABILITIES

Reaped Like Corn: You can re-roll failed hit rolls for a Reaper Scythe if the target unit has five or more models.

Ethereal: Ignore the weapon's Rend when making save rolls for a Cairn Wraith.

MAGIC

DEATH WIZARDS know the Summon Wraith spell, in addition to any other spells they know.

SUMMON WRAITH

Summon Wraith has a casting value of 5. If successfully cast, you can set up a Cairn Wraith within 18" of the caster and more than 9" away from the enemy. The model is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, CAIRN WRAITH

TOMB BANSHEE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghostly Howl	10"	1		See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chill Dagger	1"	1	4+	3+	-2	D3

DESCRIPTION

A Tomb Banshee is a single model. It is equipped with a Chill Dagger that freezes the heart of its victim with the merest scratch. A Tomb Banshee can also emit a Ghostly Howl to petrify its enemies.

FLY

Tomb Banshees can fly.

ABILITIES

Ethereal: Ignore the weapon's Rend when making save rolls for a Tomb Banshee.

Ghostly Howl: The otherworldly wail of a Tomb Banshee is enough to freeze the blood in a mortal man's veins. When making a Ghostly Howl attack, pick a target, roll two dice and add the scores together; if the total is higher than that unit's Bravery, it suffers a number of mortal wounds equal to the difference.

MAGIC

DEATH WIZARDS know the Summon Banshee spell, in addition to any other spells they know.

SUMMON BANSHEE

Summon Banshee has a casting value of 5. If successfully cast, you can set up a Tomb Banshee within 18" of the caster and more than 9" away from the enemy. The model is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, TOMB BANSHEE

SPIRIT HOSTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Claws and Daggers	1"	6	5+	4+	-	1

DESCRIPTION

A unit of Spirit Hosts has 3 or more models. The spirits rend the souls of mortals with their Spectral Claws and Daggers.

FLY

Spirit Hosts can fly.

ABILITIES

Ethereal: Ignore the weapon's Rend when making save rolls for a Spirit Host.

Frightful Touch: If the hit roll for an attack made by a Spirit Host is 6 or more, the spirit's frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of its normal damage.

MAGIC

DEATH WIZARDS know the Manifest Spirits spell, in addition to any other spells they know.

MANIFEST SPIRITS

Manifest Spirits has a casting value of 5. If successfully cast, you can set up a unit of up to 3 Spirit Hosts within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the result of the casting roll was 10 or more, set up a unit of up to 6 Spirit Hosts instead.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SPIRIT HOSTS

HEXWRAITHS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Scythe	1"	2	4+	3+	-1	1
Skeletal Steed's Hooves and Teeth	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Hexwraiths has 5 or more models armed with glowing Spectral Scythes and riding Skeletal Steeds that lash out at the enemy with their Hooves and Teeth.

FLY

Hexwraiths can fly.

HELLWRAITH

The leader of this unit is a Hellwraith. A Hellwraith makes 3 attacks rather than 2 with its Spectral Scythe.

ABILITIES

Ethereal: Ignore the weapon's Rend when making save rolls for this unit

Spectral Hunters: After a unit of Hexwraiths moves in the movement phase, you can pick an enemy unit it moved across. Roll a dice for each Hexwraith that passed across it; for each roll of a 6, that unit suffers a mortal wound.

MAGIC

DEATH WIZARDS know the Summon Hexwraith spell, in addition to any other spells they know.

SUMMON HEXWRAITHS

Summon Hexwraiths has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Hexwraiths within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 11 or more, set up a unit of up to 10 Hexwraiths instead.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HEXWRAITHS

BLACK COACH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cairn Wraith's Reaper Scythe	1"	3	4+	3+	-1	2
Nightmares' Hooves and Teeth	1"	4	4+	4+	-	1

DESCRIPTION

A Black Coach is a single model. It is driven by a Cairn Wraith armed with a massive two-handed Reaper Scythe, and is pulled along by black-boned Nightmares that lash out at the foe with their Hooves and Teeth.

ABILITIES

Reaped Like Corn: You can re-roll failed hit rolls for a Reaper Scythe if the target unit has 5 or more models.

Evocation of Death: In your hero phase, roll a dice for each **DEATH WIZARD** from your army within 12" of this model. For each roll of 6, the Black Coach gains a level of power for the rest of the battle. The levels are cumulative, and grant the following abilities:

First Level: Gleaming Scythes. After the Black Coach makes a charge move, select an enemy unit within 1". That unit suffers D3 mortal wounds.

Second Level: Unholy Vigour. The Black Coach has a Move of 14" instead of 10".

Third Level: Witch-fire. You can add 1 to all hit rolls for the Black Coach.

Fourth Level: Howling Winds. The Black Coach can fly.

Fifth Level: Nimbus of Darkness. The Black Coach can attempt to unbind a spell in each enemy hero phase as if it were a wizard.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, BLACK COACH

TERRORGHEIST



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Death Shriek	10"	1			See below	
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Terrorgheist's Skeletal Claws	2"	*	4+	3+	-1	D3
Terrorgheist's Fanged Maw	3"	3	4+	3+	-2	D6
Ghoul King's Gory Talons	1"	5	3+	3+	-1	1

DAMAGE TABLE						
Wounds Suffered	Move	Death Shriek	Skeletal Claws			
0-3	14"	Three dice	4			
4-6	12"	Three dice	4			
7-9	10"	Two dice	3			
10-12	8"	Two dice	3			
13+	6"	One dice	2			

DESCRIPTION

A Terrorgheist is a single model. It smashes foes into the dirt with its Skeletal Claws and rips them in half with its Fanged Maw.

STRIGOI GHOUL KING

Some Terrorgheists are ridden by a Strigoi Ghoul King. These gain the Ghoul King's Gory Talons attack and the Feast on Flesh command ability.

FLY

Terrorgheists can fly.

ABILITIES

Death Shriek: The terrifying shriek of a Terrorgheist is enough to stop a man's heart. When making a Death Shriek attack, pick a target and roll a number of dice as shown in the damage table above. Add the scores together; if the total is higher than that unit's Bravery, it suffers a number of mortal wounds equal to the difference.

Bound by Necromancy: A Terrorgheist heals a wound in each of your hero phases, or D3 wounds if it slew any enemy models in the previous turn.

Infested: When a Terrorgheist is finally destroyed, it explodes into a multitude of bats that feast on those nearby. When this model is slain, inflict D3 mortal wounds on each unit (friend or foe) within 3" of it before removing the model.

MAGIC

A Strigoi Ghoul King mounted on a Terrorgheist is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Grave Call spells.

GRAVE CALL

The Ghoul King calls out to his cannibalistic kin lurking in the dark corners of the battlefield. Grave Call has a casting value of 6. If successfully cast, you can add D6 models to every unit of **CRYPT GHOULS** within 9" (roll for each unit).

DEATH WIZARDS know the Summon Terrorgheist spell, in addition to any other spells they know.

SUMMON TERRORGHEIST

Summon Terrorgheist has a casting value of 10. If successfully cast, you can set up a Terrorgheist within 18" of the caster and more than 9" away from the enemy. The model is added to your army, but cannot move in the following movement phase.

COMMAND ABILITY

Feast on Flesh: If a Terrorgheist ridden by a Strigoi Ghoul King uses this ability, pick a **FLESH-EATER** unit within 18". That unit can run and charge during this turn.

TERRORGHEIST

KEYWORDS

DEATH, MONSTER, TERRORGHEIST

STRIGOI GHOUL KING ON TERRORGHEIST

KEYWORDS

DEATH, TERRORGHEIST, VAMPIRE, FLESH-EATER, MONSTER, HERO, WIZARD, STRIGOI GHOUL KING

ZOMBIE DRAGON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilential Breath	9"	1	4+	*	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathlance	1"	3	3+	3+	-1	2
Vampiric Sword	1"	4	3+	3+	-1	D3
Zombie Dragon's Maw	3"	2	4+	3+	-2	D6
Zombie Dragon's Sword-like Claws	2"	*	4+	3+	-1	2

DAMAGE TABLE				
Wounds Suffered	Move	Pestilential Breath	Sword-like Claws	
0-3	14"	2+	6	
4-6	12"	3+	5	
7-9	10"	4+	4	
10-12	8"	5+	3	
13+	6"	6+	2	

DESCRIPTION

A Zombie Dragon is a single model. It rips apart its foes with its Sword-like Claws and fanged Maw, and its Pestilential Breath can strip flesh from bone.

VAMPIRE LORD

Some Zombie Dragons are ridden by a Vampire Lord – these gain the Hunger ability and the Dread Knight command ability. Some Vampire Lords wield a Deathlance for maximum damage on the charge, whilst others slash their foes with a Vampiric Sword. Many also carry an Ancient Shield, and a few also bear a Chalice of Blood.

FLY

Zombie Dragons can fly.

ABILITIES

Pestilential Breath: Roll a dice when you attack with the Zombie Dragon's Pestilential Breath. If the roll is equal to or less than the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

The Hunger: A Zombie Dragon ridden by a Vampire Lord heals a wound at the end of each combat phase in which it killed any models.

Deathlance Charge: The Damage for a Deathlance is increased to 3 if the model charged in the same turn.

Ancient Shield: A model with an Ancient Shield has a Save of 3+.

Chalice of Blood: Once per battle, in your hero phase, a Vampire Lord with a Chalice of Blood can drink its contents and reinvigorate his undead flesh. When he does so, this model heals D6 wounds.

MAGIC

A Vampire Lord on Zombie Dragon is a wizard. He can attempt to cast 1 spell in each of your hero phases, and attempt to unbind 1 spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Blood Boil spells.

BLOOD BOIL

The Vampire Lord utters a curse that causes his foe's blood to boil in their veins. Blood Boil has a casting value of 6. If successfully cast, pick an enemy unit within 18". That unit suffers a mortal wound. If a model was wounded, but not slain by this spell, roll another dice: on a 4 or more that model suffers another mortal wound. If the model is still not slain, roll

yet another dice; it will suffer another mortal wound on a 4 or more. Keep repeating this until either the model is slain or you fail to roll a 4 or more.

DEATH WIZARDS know the Summon Zombie Dragon spell, in addition to any other spells they know.

SUMMON ZOMBIE DRAGON

Summon Zombie Dragon has a casting value of 10. If successfully cast, you can set up a Zombie Dragon within 18" of the caster and more than 9" away from the enemy. The model is added to your army, but cannot move in the following movement phase.

COMMAND ABILITY

Dread Knight: If a Vampire Lord on Zombie Dragon uses this ability, pick a **DEATH** unit within 15". Until your next hero phase, you can re-roll failed hit rolls for that unit.

ZOMBIE DRAGON

KEYWORDS

DEATH, MONSTER, ZOMBIE DRAGON

VAMPIRE LORD ON ZOMBIE DRAGON

KEYWORDS

DEATH, VAMPIRE, ZOMBIE DRAGON, SOULBLIGHT, MONSTER, HERO, WIZARD, VAMPIRE LORD

DEATHRATTLE DEATHRATTLE HORDE

ORGANISATION

A Deathrattle Horde consists of the following units:

- 1 Wight King
- 1 unit of Black Knights
- 1 unit of Grave Guard
- 3 units of Skeleton Warriors

ABILITIES

Unbreaking Ranks: Deathrattle Hordes close ranks with a singular will, making it difficult for enemies to break through to attack their vulnerable flanks. You can re-roll save rolls of 1 for a unit in a Deathrattle Horde whilst it is within 6" of any other unit from its battalion.

March of the Dead: Deathrattle Hordes are implacable in the advance. When a unit from a Deathrattle Horde runs, you can choose to move each model an additional 4" instead of rolling to see how far they can move.

FLESH-EATER CHARNEL PIT CARRION

ORGANISATION

A Charnel Pit Carrion battalion consists of the following units:

- 1 Strigoi Ghoul King or Strigoi Ghoul King on Terrorgheist
- 1 unit of Crypt Horrors
- 3 units of Crypt Ghouls

ABILITIES

Lair of the Flesh-eaters: These creatures will fight furiously to defend their lair and the dead bodies on which they feast. After set-up is complete, you can pick one piece of scenery to be a charnel pit. Models from a Charnel Pit Carrion battalion can make one extra attack with each of their melee weapons whilst their unit is within 15" of this piece of scenery.

Unnatural Vigour: Consuming the flesh of the dead prolongs the life of these foul beings, making them all but impossible to kill. If a unit in a Charnel Pit Carrion battalion wipes out an enemy unit in the combat phase, you can add 1 to all save rolls for that unit for the rest of the battle (a unit can only benefit from this ability once per battle).

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Warscroll
Count Mannfred on Abyssal Terror	Vampire Lord on Abyssal Terror
Vampire Lord on Coven Throne	Coven Throne
Master Necromancer	Necromancer
Master Necromancer on Abyssal Terror	Arkhan the Black
Mannfred the Acolyte	Count Mannfred
Necromancer on Corpse Cart	Corpse Cart
Vampire	Vampire Lord