

WARHAMMER

AGE OF SIGMAR



ALLEGIANCE CARDS

FLESH-EATER COURTS

BATTLE TRAIT
FLESH-EATER COURTS

DEATHLESS COURTIER

Roll a D6 for each wound or Mortal Wound inflicted on a friendly **FLESH-EATER COURTS** unit within 6" of your General or another **FLESH-EATER COURTS HERO** from your army.

On a roll of 6, the wound is negated and has no effect.

BATTLE TRAIT

FLESH-EATER COURTS

FEEDING FRENZY

Roll a D6 if attacks made by a **FLESH-EATER COURTS** unit in the Combat Phase result in any enemy units being slain.

On a roll of 6+, that **FLESH-EATER COURTS** unit can pile in and attack a second time.

Any additional attacks made by the unit will not allow it to attack again, even if they result in a new enemy unit being slain.

COURTS OF DELUSION

FLESH-EATER COURTS

1 – CRUSADING ARMY

You can re-roll dice rolls of 1 when making a Run or Charge roll for friendly **FLESH-EATER COURTS** units.

COURTS OF DELUSION

FLESH-EATER COURTS

2 - THE ROYAL HUNT

You can re-roll To-Hit and To-Wound rolls of 1 for attacks made by friendly **FLESH-EATER COURTS** units when they target a **MONSTER**.

COURTS OF DELUSION

FLESH-EATER COURTS

3 – THE FEAST DAY

You can re-roll dice rolls of 1 when rolling to see if a friendly **FLESH-EATER COURTS** unit becomes subject to Feeding Frenzy.

COURTS OF DELUSION

FLESH-EATER COURTS

4 – A MATTER OF HONOUR

You can re-roll To-Hit rolls of 1 for attacks made by friendly **FLESH-EATER COURTS** units when they target a **HERO**.

If the target is the enemy army's General, you can re-roll To-Wound rolls of 1 as well.

COURTS OF DELUSION

FLESH-EATER COURTS

5 – THE GRAND TOURNAMENT

You can re-roll To-Hit rolls of 1 for attacks made by friendly **FLESH-EATER COURTS HEROES** other than your General.

COURTS OF DELUSION

FLESH-EATER COURTS

6 – DEFENDERS OF THE REALM

You can re-roll Save rolls of 1 for friendly **FLESH-EATER COURTS** units that have at least half their models in their own territory.

COMMAND ABILITY

Known by every General

INSPIRING PRESENCE

Pick a unit from your army that is within 12" of your General.

The unit that you pick does not have to take Battleshock tests until your next Hero Phase.

COMMAND TRAIT
FLESH-EATER COURTS General
(FLESH-EATER COURTS allegiance)

1 – BRINGER OF DEATH

You can re-roll To-Wound rolls of 1 for the General.

COMMAND TRAIT
FLESH-EATER COURTS General
(FLESH-EATER COURTS allegiance)

2 – FRENZIED FLESH-EATER

Re-roll failed To-Hit rolls while the General is subject to a Feeding Frenzy.

COMMAND TRAIT
FLESH-EATER COURTS General
(FLESH-EATER COURTS allegiance)

3 – MAJESTIC HORROR

If the General has a Command Ability that allows them to summon models to the battlefield, they can use it twice in each of their Hero Phases.

If they do not have such a Command Ability, they can use the Summon Men-at-arms ability from the **Abhorrant Ghoul King's** warscroll once in each of their Hero Phases.

COMMAND TRAIT
FLESH-EATER COURTS General
(FLESH-EATER COURTS allegiance)

**4 – SAVAGE BEYOND
REASON**

Add 1 to the dice roll to see if the General becomes subject to a Feeding Frenzy.

COMMAND TRAIT
FLESH-EATER COURTS General
(FLESH-EATER COURTS allegiance)

5 - DARK WIZARDRY

Add 1 to Casting and Unbinding rolls for the General.

If the General is not a **WIZARD**, they gain the **WIZARD** keyword and can use the same magical abilities as an **Abhorrant Ghoul King**.

COMMAND TRAIT
FLESH-EATER COURTS General
(FLESH-EATER COURTS allegiance)

**6 – COMPLETELY
DELUSIONAL**

As long as the General is alive, at the start of your Hero Phase you can change the delusion the army suffers from to a different one of your choice.

ARTEFACT
FLESH-EATER COURTS HERO
(FLESH-EATER COURTS allegiance)

1 – SPLINTERVANE BROACH

Subtract 1 from Casting rolls made for enemy
WIZARDS within 12" of this model.

ARTEFACT
FLESH-EATER COURTS HERO
(FLESH-EATER COURTS allegiance)

2 – THE GRIM GARLAND

Subtract 2 from the Bravery of enemy units within 6" of this model.

ARTEFACT
FLESH-EATER COURTS HERO
(FLESH-EATER COURTS allegiance)

3 – KEENING BONE

Pick one **MELEE** weapon this model can use.

Increase the range of this weapon to 3".

ARTEFACT
FLESH-EATER COURTS HERO
(FLESH-EATER COURTS allegiance)

4 – THE FLAYED PENNANT

You can use this artefact once per battle in your Charge Phase.

When you do so, friendly **FLESH-EATER COURTS** units within 6" of this model can attempt a Charge if they are within 15" of the enemy, and you can add 3 to their Charge roll if they do so.

ARTEFACT
FLESH-EATER COURTS HERO
(FLESH-EATER COURTS allegiance)

5 – BLOOD RIVER CHALICE

You can use this artefact once per battle in your Hero Phase.

When you do so, this model heals D6 wounds.

ARTEFACT
FLESH-EATER COURTS HERO
(FLESH-EATER COURTS allegiance)

**6 – HEART OF THE
GARGANT FEAST**

You can use this artefact once per battle in your Combat Phase.

When you do so, you can re-roll failed To-Wound rolls for this model in that Combat Phase.

SPELLS
Known by every WIZARD

ARCANE BOLT

Casting Value: 5

If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them.

The unit you pick suffers D3 Mortal Wounds.

MYSTIC SHIELD

Casting Value: 6

If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them.

You can add 1 to all Save rolls for the unit you pick until the start of your next Hero Phase.