

## THE DRAUGR



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

### THE PALE SERVANTS

Death is no release from service.

### SERVE IN DEATH

Add 1 to the hit rolls of Draugr that are within 18" of a DEATH HERO

### ABILITIES

**Crypt shields:** Add 1 to the save rolls against attacks that have a rend characteristic of "-".

**KEYWORDS** DEATH, SKELETON

## THE SOULWEAVER



MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff	2"	1	4+	3+	-1	D3

### MAGIC

The Soulweaver is a wizard and can attempt to cast two spells in each of your own hero phases. The Soulweaver knows the Arcane Bolt, Mystic Shield and Dark Unlife spells.

### Wiederherstellen:

Casting value: 6. If successfully cast you may immediately restore 1 of the Soulweaver's wounds. If the casting roll was a 10 or more you may restore D3 wounds instead.

### Summon:

Casting value: 7. If successfully cast you may immediately place up to 10 skeleton warriors anywhere on the board at least 12" from all enemy models. If the casting roll was 10 or more you may instead place up to 3 spirit hosts.

**KEYWORDS** DEATH, HERO, WIZARD

## SPIRIT HOSTS



MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral touch	1"	6	5+	4+		1

### THE UNQUIET DEAD

"From the depths of the underworld a great host of tortured souls arose and their touch brought icy death."

FLY

Spirit Hosts can fly.

### ETHEREAL

Ignore modifiers (positive or negative) when making save rolls for this unit.

### ABILITIES

**Frightful Touch:** Each time you make a hit roll of 6+ for Spectral touch, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

**KEYWORDS** DEATH, MALIGNANT, NIGHTHAUNT



## ACCIPITUS



MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Raking talons	1"	3	4+	4+		1

### STORM EAGLE

Rescued by the Witch Hunter when he was but a hatchling, Marius and this bird hold a lifelong bond.

### FLY

Accipitus can fly.

### FROM THE ASHES

If Accipitus is removed from play Marius may attempt to call him back. If Marius does not attack in the Shooting Phase, roll a D6 and on a

roll of 5+ you may place Accipitus anywhere within 3" of Marius.

**KEYWORDS** ORDER, CELESTIAL, HERO

## EARANDEL



MISSILE	Range	Attacks	To Hit	To Wound	Rend	Damage
Ranger Bow	18"	2	3+	3+	-1	1
MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Shadow Blades	1"	4	3+	4+	-	1

### WATCHER OF THE LOST

Self appointed guardian of souls, Earandel sets himself against the curse of necromancy wherever it may be found.

### ABILITIES

**Strike Unseen:** If this unit is entirely in cover and not within 6" of an enemy it can re-roll failed hit rolls with its Ranger Bow.

**KEYWORDS** ORDER, HERO, SHADOW WARRIORS, AELF

## ANGHARAD BRIGHTSHIELD



MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Warhammer	1"	3	3+	3+	-1	2

### STORM KNIGHT

"For the glory of Azyr"

### ABILITIES

**Sigmarite Shield:** You can re-roll save rolls of 1 for this model.

**KEYWORDS** ORDER, CELESTIAL, HERO, STORMCAST ETERNAL

## MARIUS DIRE



MISSILE	Range	Attacks	To Hit	To Wound	Rend	Damage
Baroque Pistol	9"	1	3+	3+	-1	1
MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Greatsword	1"	3	3+	3+		1

### WITCH HUNTER OF THE ORDER OF AZYR

Marius has spent a lifetime in service to the Order, seeking evil in the dark places of the Realms and putting it to the torch.

### ABILITIES

**Grim Resolve:** Roll a dice if a Witch Hunter is targeted or affected by an enemy spell. On a 5 or more, that spell has no effect on the Witch Hunter (but it may affect other units normally).

**Sigmar's Judgement:** A Witch Hunter's attacks inflict D3 Damage instead of 1 if the target of the attack is a Wizard or a Daemon

**KEYWORDS** ORDER, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, HERO, WITCH HUNTER

