THE DRAUGR



MELEE **Ancient Spear** Range Attacks To Hit To Wound Rend 2"

5+ 4+

Damage 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 "-"

THE SOULWEAVER

2"



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. Summon: Casting value: 7. If 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 least 12" from all enemy models. D3 wounds instead.

successfully cast you may immediately place up to 10 skeleton warriors anywhere on the board at If the casting roll was 10 or more you may instead place up to 3 spirit hosts.

Damage

D3

Range Attacks To Hit To Wound Rend

3+

KEYWORDS

DEATH, SKELETON

KEYWORDS DEATH, HERO, WIZARD

MELEE

Staff

SPIRIT HOSTS



MELEE Spectral touch Range Attacks To Hit

5+

To Wound

Rend Damage 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.

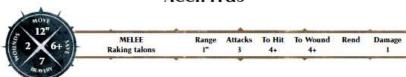
ABILITIES

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



STORM EAGLE

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

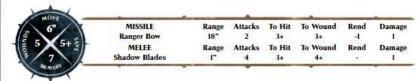
FLY

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.

EARANDEL



WATCHER OF THE LOST

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

ABILITIES

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

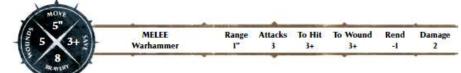
KEYWORDS

ORDER, CELESTIAL, HERO

KEYWORD

ORDER, HERO, SHADOW WARRIORS, AELF

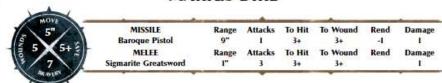
ANGHARAD BRIGHTSHIELD



STORM KNIGHT "For the glory of Azyr" ABILITIES

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

MARIUS DIRE



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 Hnter'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