

WARSCROLL

ASKURGAN TRUEBLADES



Heirs to ancient martial traditions, the vampires of the Askurgan Trueblades seek to draw strength from their curse by hunting monsters and drinking their gore. Yet for all their formidable will, their true savage nature fights to be released...

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Paired Askurgan Blades	1"	4	3+	3+	-1	1
Askurgan Weapons	1"	2	3+	3+	-1	1
Elongated Claws and Slaving Maw	2"	5	4+	3+	-2	1

Each model in an Askurgan Trueblades unit is armed with Askurgan Weapons.

CHAMPION: 1 model in this unit can be an Askurgan Exemplar. That model has a Wounds characteristic of 4 and is armed with Paired Askurgan Blades instead of Askurgan Weapons.

CURSEBLOOD: 1 in every 8 models in this unit can be a Curseblood. A Curseblood has a Wounds characteristic of 4 and is armed with Elongated Claws and Slaving Maw instead of Askurgan Weapons.

The Hunger: Those who bear the Soulblight curse constantly crave blood and are empowered by feasting upon their foes.

Each time this unit fights, after all of its attacks have been resolved, you can heal up to a number of wounds allocated to this unit equal to the number of wounds and mortal wounds caused by those attacks that were allocated to enemy units.

Gut-wrenching Howl: The howl of a Curseblood resounds with the force of long-repressed bloodlust finally finding release, staggering even the bravest souls.

At the end of the charge phase, if this unit includes any Cursebloods, you can pick 1 enemy unit within 1" of this unit and say that the Curseblood will unleash a gut-wrenching howl. If you do

so, roll a dice. Add 1 to the roll for each Curseblood in this unit. On a 4+, the strike-last effect applies to that enemy unit in the following combat phase.

Creed of the Beast: The Trueblades test themselves against the most powerful adversaries, feasting solely on monstrous blood to bolster their strength and speed.

Subtract 1 from hit rolls and wound rolls for attacks made with melee weapons by enemy **MONSTERS** that target this unit. In addition, each time an enemy **MONSTER** unit is destroyed by attacks made by this unit, add 3" to this unit's Move characteristic and add 1 to the Attacks characteristic of this unit's melee weapons for the rest of the battle.

KEYWORDS DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE, ASKURGAN TRUEBLADES



SOULBLIGHT GRAVELORDS

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Askurgan Trueblades	8	180		