

WARSCROLL
KRAGNOS
 THE END OF EMPIRES



A roaring, trampling god of earthquakes and wanton destruction, Kragnos is known as the End of Empires. In his gnarled hands, the Dread Mace can shatter the walls of cities even as the shield Tuskbreaker keeps him all but inviolate.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Dread Mace	3"	6	3+	2+	-3	4
Tuskbreaker	1"	3	3+	2+	-2	D3
Hooves of Wrack and Ruin	1"	☀	3+	2+	-1	2

DAMAGE TABLE				
Wounds Suffered	Move	Hooves of Wrack and Ruin	Bellow of Rage	Mightiest Makes Rightiest
0-9	10"	6	5+	30
10-12	9"	5	4+	25
13-15	8"	4	3+	20
16+	7"	3	2+	18

Kragnos, the End of Empires, is armed with the Dread Mace, Tuskbreaker and Hooves of Wrack and Ruin.

WARMASTER: This unit can be included in an Orruk Warclans, Gloomspite Gitz, Ogor Mawtribes or Sons of Behemat army. If it is, it is treated as a general even if it is not the model picked to be the army's general. In addition, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

Bellow of Rage: *When wounded, Kragnos bellows at the top of his lungs, the sound waves bursting the eardrums of those nearby and rocking buildings at their foundations.*

At the end of any phase, if any wounds were allocated to this unit in that phase, roll a dice for each other unit and each defensible terrain feature within 6" of this unit. If the roll is equal to or greater than the Bellow of Rage value shown on this unit's damage table, that unit suffers D3 mortal wounds or that defensible terrain feature is demolished.

The End of Empires: *Where Kragnos rampages, the hordes of Destruction follow in his wake, bolstered by his presence and eager to share in the violence he metes out.*

If a friendly **DESTRUCTION** unit is wholly within 12" of this unit, you can attempt a charge with that unit if it is within 18" of an enemy unit instead of 12". In addition, when making a charge roll for a friendly **DESTRUCTION** unit wholly within 12" of this unit, roll 3D6 instead of 2D6.

Avatar of Destruction: *Kragnos is the embodiment of Ghur's ferocious nature and no single strike can lay him low.*

If the effect of a spell or ability would slay this model without any wounds or mortal wounds being caused by the spell or ability, this model suffers D6 mortal wounds instead of being slain.

Mightiest Makes Rightiest: *Known as the End of Empires, the Living Earthquake and the Lord of Wreck and Ruin, the warlike spirit of Kragnos is matched by none.*

For the purposes of contesting objectives, this unit counts as a number of models equal to the Mightiest Makes Rightiest value on its damage table.

Rampaging Destruction: *This galloping god pounds through the press of his foes, his hooves flattening armoured warriors left and right.*

After this unit makes a charge move, you can either roll a dice for each enemy unit within 1" of this unit or you can pick 1 enemy **MONSTER** within 1" of this unit and roll 2D6.

If you roll a dice for each enemy unit within 1" of this unit, on a 2+, that enemy unit suffers D6 mortal wounds.

If you pick 1 enemy **MONSTER** within 1" of this unit and roll 2D6, on a 7, nothing happens. On any other roll, that enemy **MONSTER** suffers a number of mortal wounds equal to the score of the dice used for the 2D6 roll multiplied together. For example, a 2D6 roll of 2 and 6 would inflict 12 mortal wounds (2 × 6 = 12).

The Shield Inviolable: *Tuskbreaker makes Kragnos impervious to even the most potent magical hexes and bolts.*

This unit has a ward of 6+. In addition, each time this unit is affected by a spell or the abilities of an endless spell, you can roll 3D6. If the roll is greater than the casting value of that spell or the spell used to summon that endless spell, ignore the effect of that spell or the effects of that endless spell's abilities on this unit.

KEYWORDS DESTRUCTION, DROGRUKH, HERO, MONSTER, TOTEM, KRAGNOS

WARSCROLL
NAGASH
 SUPREME LORD OF THE UNDEAD



Nagash is the Great Necromancer, Supreme Lord of the Undead and master of all that passes beyond the mortal coil. He is nothing less than an evil-hearted god, and those who earn his displeasure are soon turned to dust upon the wind.

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"	4	3+	3+	-3	D6
Zefet-nebtar	2"	☀	3+	4+	-2	3
Spectral Claws and Daggers	1"	6	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	The Nine Books of Nagash	Zefet-nebtar	Staff of Power
0-6	Cast and unbind 5 extra spells	6	+3 cast /+3 unbind or dispel
7-9	Cast and unbind 3 extra spells	4	+3 cast /+2 unbind or dispel
10-12	Cast and unbind 2 extra spells	3	+2 cast /+1 unbind or dispel
13+	Cast and unbind 1 extra spells	2	+1 cast /+1 unbind or dispel

Nagash is armed with Alakanash, Zefet-nebtar and Gaze of Nagash.

WIZARD: This unit can attempt to cast 3 spells in your hero phase and attempt to unbind 3 spells in the enemy hero phase. If this unit is part of a Nighthaunt, Flesh-eater Courts, Ossiarch Bonereapers or Soulbright Gravelords army, it knows all of the spells from the spell lores in that faction's allegiance abilities in addition to the other spells it knows.

WARMASTER: This unit can be included in a Nighthaunt, Flesh-eater Courts, Ossiarch Bonereapers or Soulbright Gravelords army. If it is, it is treated as a general even if it is not the model picked to be the army's general. In addition, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

FLY: This unit can fly.

COMPANION: This unit is accompanied by a host of spirits armed with Spectral Claws and Daggers.

Alakanash, the Staff of Power: *This staff is capped with gems of purest Shyishan realmstone.*

Add the Staff of Power value shown on this unit's damage table to casting, dispelling and unbinding rolls for this unit. In addition, this unit can attempt to cast Arcane Bolt any number of times in the same hero phase, even if another **WIZARD** has already attempted to cast the spell in that phase.

The Nine Books of Nagash: *Nagash has committed to memory much of his vast library but carries nine of the most potent tomes with him at all times.*

The Nine Books of Nagash allow this unit to cast extra spells in your hero phase and unbind extra spells in the enemy hero phase. The number of extra spells this unit can attempt to cast or unbind is shown on this unit's damage table.

Invocation of Nagash: *With but a thought, Nagash can call forth fresh minions to assail his foes.*

At the start of your hero phase, if this unit is on the battlefield, you can pick up to 5 different friendly **SUMMONABLE** units or friendly **OSSIARCH BONEREAPERS** units in any combination. For each of those units, you can either heal up to 3 wounds that have been allocated to that unit or, if no wounds have been allocated to it, you can return a number of slain models to that unit that have a combined Wounds characteristic of 3 or less.

Morikhane: *This ensorcelled armour protects Nagash from arcane as well as physical attacks and can even cause an intense magical backlash on those who dare strike him.*

This unit has a ward of 4+ for damage inflicted by mortal wounds. In addition, if the unmodified ward roll for this unit is 6, that attacking unit suffers 1 mortal wound.

Supreme Lord of the Undead: *Nagash is the undisputed master of all undead creatures.*

If this unit is on the battlefield when you use an ability that returns slain models to a friendly **DEATH** unit, you can either re-roll the dice that determines the number of slain models returned to

that unit or add 1 to the number of slain models that are returned to that unit.

Death Magic Incarnate: *Nagash stands at the apex of the necromantic hierarchy.*

You can use this command ability if this unit is on the battlefield at the start of the combat phase. The unit that receives this command must be a different friendly **DEATH** unit. Add 1 to ward rolls for that unit until the end of that phase.

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 is a spell that has a casting value of 8 and a range of 3". If successfully cast, pick 1 enemy model within range and visible to the caster. Then, take a dice and hide it in one of your hands or under one of two appropriate containers. Your opponent must pick one of your hands or containers. If they pick the one holding the dice, the spell has no effect. If they pick the empty hand or container, the enemy model is slain.

Soul Stealer: *Nagash can siphon souls from the living to heal his own wounds.*

Soul Stealer is a spell that has a casting value of 6 and a range of 24". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll 2D6. If the roll is greater than that unit's Bravery characteristic, it suffers D3 mortal wounds. If the roll is at least double that unit's Bravery characteristic, it suffers D6 mortal wounds instead. You can heal up to 1 wound that has been allocated to the caster for each mortal wound caused by this spell that is not negated.

KEYWORDS DEATH, DEATHLORDS, HERO, MONSTER, WIZARD, NAGASH

WARSCROLL
ARCHAON
 THE EVERCHOSEN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Slayer of Kings	1"	4	2+	3+	-2	3
Monstrous Claws	1"	2	2+	3+	-2	D6
Lashing Tails	3"	2D6	4+	3+	-	1
Three Heads	3"	☀	3+	3+	-1	2

DAMAGE TABLE		
Wounds Suffered	Move	Three Heads
0-8	14"	6
9-11	12"	5
12-15	10"	4
16+	8"	3

Archaon the Everchosen is armed with the Slayer of Kings.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

WARMASTER: If this unit is included in your army, it is treated as a general even if it is not the model picked to be the army's general. In addition, this unit can be included in a Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle or Hedonites of Slaanesh army. If you do so, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

FLY: This unit can fly.

MOUNT: This unit's mount, Dorghar, is armed with Monstrous Claws, Lashing Tails and Three Heads.

The Armour of Morkar: *Archaon's armour is inscribed with powerful sigils of warding.*

This unit has a ward of 4+ against mortal wounds. In addition, for each unmodified ward roll of 6, you can pick 1 enemy unit within 3" to suffer 1 mortal wound that cannot be negated.

By My Will: *All Slaves to Darkness recognise Archaon's supreme authority and fear his wrath more than any foe should they fail him.*

This is a command ability that this unit can issue at the start of the combat phase. Another friendly **CHAOS** unit must receive it (this unit cannot issue this command to itself). Until the end of that phase, each time a model in the receiving unit is slain, it can fight.

The Crown of Domination: *This forbidding helm exudes a palpable aura of menace.*

Add 2 to the Bravery characteristic of friendly **CHAOS** units wholly within 12" of this unit. In addition, subtract 2 from the Bravery characteristic of enemy units while they are within 12" of this unit.

The Eye of Sheerian: *Ripped from the corpse of the Chaos Dragon Flamefang, this ancient treasure forewarns Archaon of events yet to pass.*

Once per battle, at the start of your hero phase, you can say that Archaon will use the Eye of Sheerian. If you do so, subtract 1 from hit rolls for attacks that target this unit until your next hero phase.

The Everchosen: *The Ruinous Powers shelter their champion from hostile enemy magics.*

Each time this unit is affected by a spell or endless spell, you can roll a dice. On a 4+, ignore the effect of that spell or that endless spell on this unit.

The Slayer of Kings: *This ancient daemonblade thirsts for the souls of champions and warlords.*

Each time this unit fights, if the unmodified wound roll for 2 or more attacks that target the same enemy **HERO** with the Slayer of Kings is 6, that **HERO** is slain.

Three-headed Titan: *The greater daemons consumed by Dorghar imbue the steed with unlimited power.*

At the start of your hero phase, you can say that Dorghar will draw upon his daemonic might. If you do so, choose 1 of the following effects:

Filth-spewer: *Dorghar's Nurglesque head vomits a cascade of half-digested warriors and bile.*

Pick 1 enemy unit within 12" of this unit and roll a dice. On a 3+, that unit suffers D3 mortal wounds.

Skull-gorger: *Dorghar's Khornate head devours the skulls of prey to invigorate his master.*

You can heal up to D3 wounds allocated to this unit.

Spell-eater: *Dorghar's Tzeentchian head consumes eldritch energies from nearby spells.*

Pick 1 endless spell within 18" of this unit; that endless spell is dispelled.

Warlord Without Equal: *Archaon's mastery of war is near unparalleled, and under his command, the Slaves to Darkness are an unstoppable force.*

If this unit is on the battlefield at the start of your hero phase, you receive 1 extra command point.

Archaon is the Everchosen, the favoured warlord of the Dark Pantheon. From atop Dorghar, the monstrous Steed of the Apocalypse, Archaon commands his legions with an iron fist, his deadly skill and unholy powers sealing the doom of entire armies.

KEYWORDS CHAOS, SLAVES TO DARKNESS, HOST OF THE EVERCHOSEN, UNDIVIDED, KHORNE, TZEENTCH, NURGLE, SLAANESH, DAEMON, MORTAL, HERO, MONSTER, WIZARD, ARCHAON

WARSCROLL

GOTREK GURNISSON



Even before the destruction of the World-that-Was, Gotrek Gurnisson was the greatest monster slayer of his age. Now, armed with the legendary axe Zangrom-Thaz and bearing the Master Rune of Krag Blackhammer, he has become a veritable demigod of battle.

MELEE WEAPONS

Zangrom-Thaz

Range

1"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-2

Damage

3

Gotrek Gurnisson is armed with Zangrom-Thaz.

Avatar of Grimnir: *Gotrek has survived countless battles and trials over the years to become an almost unstoppable avatar of the duardin warrior-god Grimnir.*

If the damage inflicted by an attack, spell or ability that targets or affects this model is greater than 1, change it to 1. In addition, if a spell or ability would slay this model, this model suffers 1 mortal wound instead. However, if this model is included in your army, it cannot be set up in reserve (it must be set up on the battlefield), and you cannot use spells or abilities on this model that would allow you to set it up again after the battle has begun.

Krag Blackhammer's Master Rune:

This ur-gold rune has enhanced Gotrek's already prodigious natural abilities manyfold, allowing him to swiftly strike down even the most powerful of foes.

You can re-roll hit rolls and wound rolls for attacks made by this model. In addition, if the unmodified hit roll for an attack made by this model is 6, that attack inflicts D6 mortal wounds on the target in addition to any normal damage.

Unstoppable Battle Fury: *Once Gotrek has started to fight, he continues to do so with a relentless fury that abates only when all his opponents lie slain.*

At the end of the combat phase, if this model is within 3" of an enemy unit, this model can fight again.

Shoulder Plate of Edassa: *On his left shoulder – the side that was once protected by Felix Jaeger – Gotrek wears a section of plate armour forged in the image of a roaring lion. Through some form of spiritual protection or perhaps just pure luck, the ornate artefact seems to protect its wearer from a great deal of harm.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 3+, that wound or mortal wound is negated.

KEYWORDS

ORDER, DUARDIN, HERO, GOTREK GURNISSON