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## THEDDRA SKULL-SCRYER



Guided by searing visions of conquest and glory, the God-speaker known as Theddra Skull-Scryer leads warriors from the Tribe of the Blackfang through a combination of ruthlessness and awesome displays of gods-given power.

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

### DESCRIPTION

Theddra Skull-Scryer is a named character that is a single model. She is armed with a Darkoath Wand.

### ABILITIES

**Pact of Soul and Iron:** *Every member of the Godsworn Hunt has sworn a blood-oath to hunt down and kill the upstart God-King's so-called Stormcast Eternals.*

You can re-roll hit rolls of 1 for attacks made by this model that target a **STORMCAST ETERNAL**.

### MAGIC

Theddra Skull-Scryer is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Enfeeblement spells.

**Enfeeblement:** *Waves of withering energy flood over Skull-Scryer's foes as a prelude to slaughter.*

Enfeeblement has a casting value of 6. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them. Subtract 1 from wound rolls for attacks made by that unit with melee weapons until your next hero phase.

### KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, WIZARD, GOD-SPEAKER, THEDDRA SKULL-SCRYER



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## GODSWORN HUNT



The Godsworn Hunt is formed of the greatest champions of the Tribe of the Black Fang. Each is a hardened killer who has earned their name through bloody deeds, and their bodies are bedecked with gruesome trophies and oath-stones.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Bow	24"	2	4+	4+	-	1
Ensorcelled Javelin	12"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkoath Knife	1"	3	4+	4+	-	1
Great Weapon	1"	2	4+	3+	-1	2
Hunting Bow	1"	1	4+	5+	-	1
Savage Bite	1"	2	3+	3+	-	1

### DESCRIPTION

The Godsworn Hunt is a unit that has 5 models. Jagathra is armed with an Ensorcelled Javelin and Darkoath Knife; Shond Head-Claimer and Grundann Blood-Eye are each armed with a Great Weapon; Ollo is armed with a Hunting Bow; and Grawl is armed with a Savage Bite.

### ABILITIES

**Pact of Soul and Iron:** *Every member of the Godsworn Hunt has sworn a blood-oath to hunt down and kill the upstart God-King's so-called Stormcast Eternals.*

You can re-roll hit rolls of 1 for attacks made by this unit that target a **STORMCAST ETERNAL**.

### KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, GODSWORN HUNT

NIGHTVAULT UNIT	UNIT SIZE MIN	UNIT SIZE MAX	POINTS	BATTLEFIELD ROLE	NOTES
Theddra Skull-Scryer	1	1	150	Theddra Skull-Scryer is a Leader	Unique. These units must be taken as a set for a total of 150 points. Although taken as a set, each is a separate unit.
Godsworn Hunt	5	5			