

THE SEPULCHRAL GUARD

The Sepulchral Guard were once the mortal inhabitants of Shadeshire, now cursed to an eternity of entropy and decay by Nagash. Their bodies long rotted away, the Guard have sworn themselves to the worship of the Great Necromancer, in the hope that this service will free them from their torment.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Sepulchral Warden's Ancient Spear	2"	3	4+	4+	-	1
Prince of Dust's Ancient Mace	1"	2	4+	3+	-	1
The Champion's Ancient Greatblade	1"	2	4+	4+	-1	1
The Harvester's Ancient Scythe	1"	1	4+	3+	-	2
Ancient Blade	1"	1	4+	4+	-	1

DESCRIPTION

The Sepulchral Guard has 7 models: the Sepulchral Warden (who bears an Ancient Spear and Crypt Shield), the Prince of Dust (who carries an Ancient Mace and Crypt Shield), the Champion (who is armed with an Ancient Greatblade and Crypt Shield), the Harvester (who wields an Ancient Scythe) and 3 Petitioners (who bear an Ancient Blade or an Ancient Blade and Crypt Shield).

The Sepulchral Warden: The leader of this unit is the Sepulchral Warden. In each of your hero phases you can return D3 slain models to this unit while the Sepulchral Warden is on the battlefield.

ABILITIES

Crypt Shields: *Relic shields dragged forth from tombs and barrows still prove mightily effective in battle.*

If any models from the unit are carrying Crypt Shields, add 1 to save rolls against attacks that have a Rend characteristic of '2'.

Serve in Death: *Pitiless foot soldiers of the armies of death, Skeleton Warriors exist only to serve the dark designs of their ageless masters.*

You can add 1 to hit rolls for this unit if it is wholly within 18" of any friendly **DEATH HEROES**.

Frightening Speed: *The undead warriors of the Sepulchral Guard move with a swiftness that can shock their foes, their motion still guided by fragmented memories of their mortal lives.*

You can re-roll charge rolls for this unit.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SKELETON WARRIORS, THE SEPULCHRAL GUARD

DEATH PITCHED BATTLE PROFILES

DEATHRATTLE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
The Sepulchral Guard	7	7	80		Only one of this unit can be included in a Pitched Battle army.