

GRAVE GUARD

Armed with ensorcelled blades and clad in ancient relic armour, the Grave Guard are the elite infantry of tomb and barrow, skeletal champions who march and slay in perfect formation. Each killing strike from their cursed swords severs the chord between soul and flesh, dropping the lifeless bodies of their victims to the floor.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Wight Blade	1"	2	3+	4+	-1	1
Great Wight Blade	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Grave Guard has 5 or more models. Some units of Grave Guard are equipped with Wight Blades and Crypt Shields. Others are instead equipped with two-handed Great Wight Blades.

STANDARD BEARER

Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any **DEATH** Standard Bearers.

SENESCHAL

The leader of this unit is a Seneschal. Add 1 to the Attacks characteristic of a Seneschal's Wight Blade or Great Wight Blade.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Cursed Weapons: If the wound roll for an attack made with a Wight Blade or Great Wight Blade is 6+, double the Damage characteristic of that attack.

Crypt Shields: Add 1 to save rolls for a unit carrying Crypt Shields against attacks that have a Rend characteristic of '+':