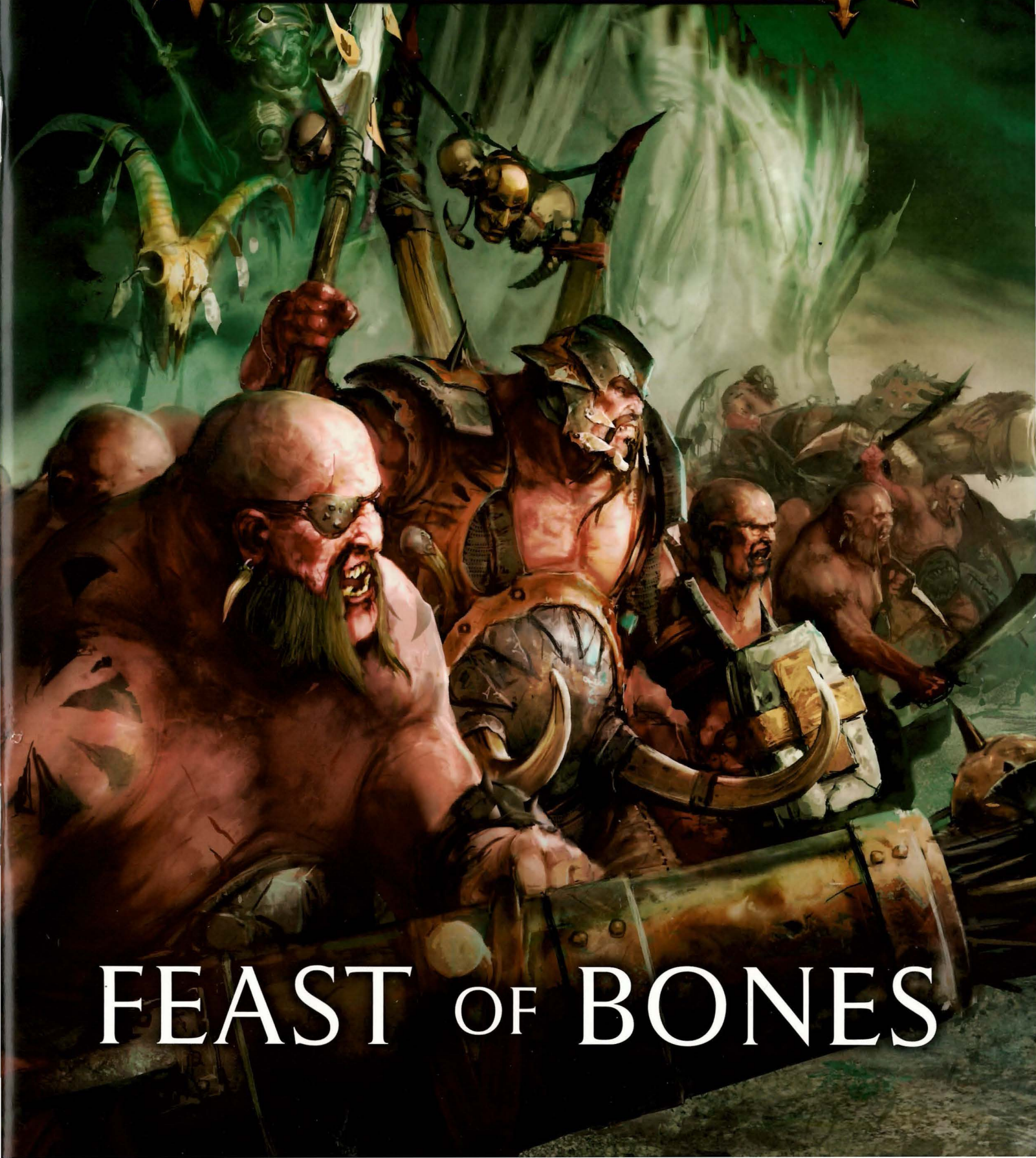


WARHAMMER

AGE OF SIGMAR



FEAST OF BONES

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The background of the page is a dark, textured green. At the top, a central skull with green eyes and tentacles is flanked by two skeletal figures with long, thin arms. The sides of the page are framed by vertical chains of skulls, and the bottom is also filled with skulls.

During the Age of Myth, the God-King Sigmar and Nagash, Supreme Lord of the Undead, knew each other as allies. Their mutual enmity ran deep, but in that time of peace they worked together to bring order to the Mortal Realms. Nagash claimed Shyish, Realm of Death, as his domain, and from there he plotted grander conquests.

Then came the Age of Chaos, when the Dark Gods spilled their daemonic legions into reality, to slaughter and despoil at will. Nagash betrayed his alliance with the God-King in order to defend the Realm of Death, forever branding himself a traitor in the eyes of Sigmar. Yet this could not prevent Shyish from being overrun. Nagash was forced to retreat, to hide away and bide his time until he could reclaim what was his by right.

Chaos was not the only enemy that grew strong over the long centuries of darkness. The Gutbuster Ogors, ravenous worshippers of the Great Beast that Consumes the Realms, had filled their bellies to bursting. Emboldened and powerful, their numbers swelled with every passing day.

The Age of Sigmar dawned with thunder and bloodshed, and the God-King loosed his lightning-wreathed Stormcast Eternals against the armies of Chaos. With his ancient enemies distracted, Nagash unleashed the horror of the Shyish necroquake, devastating the Eight Realms with a storm of necromantic magic and greatly bolstering his own power. In the wake of this cataclysm, the Great Necromancer unveiled a fearsome new army - the Ossiarch Bonereapers, soul-construct warriors created to dominate the forces of the living and usher in an era of undeath ascendant.

Amidst the blazing deserts of the Endless Boneyard in Shyish, this grand army will face the fury of the Gutbusters, who do not care to acknowledge any master but their own unending hunger.

THE MARCH OF DEATH

Nagash, the Supreme Lord of Undeath, has ever sought to reshape the Mortal Realms in his own image, snuffing out all life and raising an empire of the grave bound entirely to his will. The horrors that he unleashed through the reality-tearing Shyish necroquake was merely one step in a grand plan of domination.

SHYISH RESURGENT

Throughout the long years of the Realmgate Wars, in which the forces of the God-King returned to the Mortal Realms to battle the hordes of Chaos, Nagash bided his time. While his enemies expended their fury upon one another, the Great Necromancer laid the groundwork for a spell of unimaginable complexity, designed to ensure his dominance over all creation. Too late, the leaders of the other Grand Alliances were alerted to the power that was swelling in Shyish. In a deranged act that only a being of immortal patience and cunning could have achieved, Nagash assembled the mind-bending structure known as the Great Black Pyramid, which formed the crux of an impossibly intricate ritual designed to invert the energies of the Realm of Death. As the arcane forces of the realm began to shift from the edges to the centre, forming a spiralling vortex known as the Shyish Nadir, a wave of amethyst magic crashed across all of reality. Great hosts of spirits and immense armies of shambling Deadwalkers were raised in the cataclysm's wake, and soon the forces of Death were rampaging in unprecedented numbers across each of the Eight Realms. The conflicts that followed this necroquake were known collectively as the Soul Wars. The God-King Sigmar – an ancient enemy of Nagash – found his nascent empire assailed on all fronts, and was forced to ally with the mysterious Idoneth Deepkin and the warrior-cults of the Khainite aelves in order to fend off the relentless assault.

Though the Great Necromancer's offensive was ferocious, it was not enough to eradicate the armies of the living. Soon, the forces of mortal-kind began to strike back, to retake lands that had fallen to the undead advance. Of course, the Great Necromancer had prepared for this eventuality. The instinctive malice of

the spectral dead, combined with the sheer scale of their vast processions, made them ideal weapons of psychological torment, but they were only the first wave in Nagash's war of conquest. Long ago, during the Age of Myth, even as he had feigned allegiance to the God-King, he had begun the construction of a grand army of immortal, utterly loyal soul-constructs. Nagash named these elite warriors his Ossiarch Bonereapers, and intended them to be the iron fist that would crush all who opposed him.



AN ARMY OF CONQUEST

The armies of the Ossiarch Bonereapers had lain unnoticed in the deep places of the earth throughout the Age of Chaos and the momentous events of the Realmgate Wars, concealed in mausoleum-cities and necropolises of astonishing scale and grandeur – such as the Heliocarnum in Aqshy, and the Ebon Citadel in Ossia. While construction continued upon the Great Black Pyramid of Nagashizzar, Nagash laboured away upon his elite legions.

Each warrior and engine of war was formed purely for the task of conquest, shaped from necromantically reinforced bone and armed with weapons infused with the soul-tearing energies of the Shyish Nadir. But their greatest power came from the crystals of vitrified grave-sand embedded their ossified forms. Each of these

soultrap gems contained a host of fragmented souls, the spirits of great warriors broken up so that the valuable parts could be reused and the rest discarded. Valour, skill and knowledge were preserved, for Nagash desired only ruthless combat prowess and complete loyalty from his Bonereapers. All else was callously disposed of, including the emotions and memories that soul had once possessed. Only by shattering its gem could such a warrior be destroyed; a task easier said than done, for the stones were wrought by the most powerful necromantic magic.

As capable as his Mortarch generals were, the Great Necromancer lacked a strategic mastermind to co-ordinate his military campaigns and make the greatest use of these new and deadly warriors. Arkhan the Black's arcane expertise was too vital to Nagash's designs. The vampiric Mortarchs, Queen Neferata and Mannfred von Carstein, were fine strategists, but too engrossed in their own webs of intrigue to be trustworthy. Nagash required a commander of singular purpose and total loyalty, one who possessed no ambition beyond the domination of his enemies. The only being that had ever earned Nagash's favour in such regard had been destroyed centuries ago. Or so it was thought.

THE STORMVAULTS

Unbeknownst to most, agents of Chaos had corrupted Nagash's grand spell, causing the necroquake to destabilise the very foundations of magic across reality. Enchantments and illusions that had concealed the great mysteries of the realms for centuries were torn apart, revealing long forgotten secrets. Foremost amongst these were the Stormvaults, repositories established by the God-King during the Age of Myth. They were built to contain things far too powerful and dangerous to

be allowed to endanger the Mortal Realms – magical creatures of godlike might, devices and artefacts either too powerful or too valuable for Sigmar to destroy.

The Penumbral Engines that had shrouded these hidden vaults were overloaded by the magical onslaught of the necroquake. Suddenly, every dark secret the God-King had sought to conceal was exposed. To Nagash, the revelation of the Stormvaults was further proof of Sigmar's duplicity. His fury was exacerbated when he sensed a familiar presence beneath the city of Lethis, one of the God-King's major strongholds in the Realm of Death. There was hidden the lingering spirit of Katakros the Undefeated, Mortarch of the Necropolis, the greatest and most feared battlefield commander to ever bestride the realms.

Katakros had been a prodigy of war even in his mortal life, a strategic genius born to command. So obsessed was he with the mastery of warfare that when Nagash offered him the gift of immortality, he gladly accepted. In death he became Nagash's most feared general, and the first of the Ossiarch Bonereapers. The Mortarch was thought to have been destroyed by vengeful Sigmar when Nagash refused to come to his aid against the armies of Chaos. In fact, the God-King had imprisoned the Mortarch in the Midnight Tomb, a Stormvault that lay below Lethis.

Upon learning this, Nagash sent forth Lady Olynder, the spectral Mortarch of Grief, to break open Lethis and recover his favoured servant. Though the Sacrosanct Chambers of the Anvils of the Heldenhammer led a spirited defence that saved the free city, they were unable to prevent Lady Olynder from cracking open the Midnight Tomb and releasing the raging soul of Katakros. Leaving a trail of devastation in his wake, the Mortarch of the Necropolis broke free of Lethis and returned to the court of his master. There, Nagash gave him command of the Ossiarch Bonereapers so that he might be revenged upon those who had humiliated him.



NAGASH, SUPREME LORD OF THE UNDEAD

Nagash is the dreaded Great Necromancer, a jealous and bitter god of undeath who seeks to rule the Mortal Realms. He commands all things that have risen from the grave, from the lowest shambling corpse to the mightiest vampire lord. For aeons beyond reckoning Nagash has haunted the realms, plotting the elimination of life and the expansion of his undead kingdom. In that time, countless heroes and gods have sought to strike him down, but Nagash has achieved mastery over death. On those few occasions when he has been laid low by blade or spell, he has always returned, for his will is unbreakable and his patience limitless.

As well as his raw magical power, it is this eternal patience that is perhaps Nagash's greatest strength. Where his fellow gods indulge their futile passions, the Great Necromancer weathers the ages, sowing the seeds of plots that may not achieve fruition for millennia. Such a span of years is nothing for one who is immortal. As the endless wars of the Eight Realms grind on, the ranks of the unliving will swell until they can trample all beneath their tireless tread. Come this day, Nagash will rule over an empire of Death, a world free from daemonic corruption and pitiable mortal weakness. In the wake of the necroquake, the Great Necromancer's horrifying vision is closer than ever to completion.

LAND OF DEAD HEROES

The realm of Hallost has been a battleground for the gods for time immemorial, for it is populated by the mighty spirits of long-dead heroes. Within its borders lies the Endless Boneyard, a sprawling desert of osseous remains populated by scattered hosts of undead and migratory wargluts of Gutbuster Ogors.

Hallost is a vast underworld in the Prime Innerlands of Shyish. It is a place where the souls of dead heroes are drawn in great number, those warriors and champions who fought in life to safeguard their people from tyrants and monsters. When the God-King Sigmar first set foot in the Mortal Realms at the dawn of the Age of Myth, Hallost was already peopled with powerful spirits from the icy steppes of Ghur. Each was a champion of legend, with a warrior spirit equal to many lesser mortals, who had died in battle against monsters or unnatural fiends. These tribes were bound by a shared belief that their most valorous warriors would be rewarded for their deeds in the afterlife. In Hallost, this belief was made reality.

It was Sigmar that led the mortal colonisation of the underworlds of Shyish. Cities and townships were founded across the Realm of Death, neighbouring the great nations of the dead. In Hallost, the living worshippers of Sigmar found harmony alongside the deceased. The spirits of dead heroes kept a constant vigil over their new allies, protecting them from the monstrous horrors of Shyish. Yet this peace would not last. Nagash resented the intrusion of the God-King into a realm he considered his by right, and his mortal and undead worshippers alike established strongholds of their own, threatening open war against any who trespassed into their domain. Before these tensions could erupt, however, ancient enemies revealed themselves. The Dark Gods of Chaos launched their long-planned invasion of the Mortal Realms, and an endless horde of daemons poured into reality. Assailed on all fronts, his armies overwhelmed and broken, Sigmar was forced to retreat to Azyr, abandoning with great reluctance many of his loyal worshippers.

Nagash attempted to hold the tide of Chaos at Hallost, weaving spells

of dark magic and sacrificing living beings by the thousand in order to raise his spectral armies. Yet even the Great Necromancer could not stand against the combined power of all four Chaos Gods. When Archaon – Everchosen of the Ruinous Powers – marched upon Nagash's citadel at Nagashizzar, the Great Necromancer was forced to retreat, abandoning the defences he had established in Hallost. His servants fought on, but without the guidance of their master they were helpless in the face of the daemonic onslaught. The Land of Dead Heroes was overrun, its cities turned into terrible charnel houses, and its spectral denizens preyed upon by ravenous daemons.



Drawn by the promise of battle, many greenskin and ogor wargluts also rushed into Hallost, delighting in the anarchy they found there. One such gathering of Gutbuster Ogors, the Tarkan Warglutt, settled in the Magthar Mountains on the borders of the enormous desert known as the Endless Boneyard. From there these voracious raiders struck out across Hallost in search of flesh to consume.

SEASON OF WAR

It would be many long and terrible years before the armies of the God-King returned to the realms, in the form of the shining Stormcast Eternals. The Stormhosts arrived in Hallost at a pivotal moment, before the hordes of Chaos could claim complete dominion over the land, and won major victories

at the Oathsworn Gate and at the grand Hall of Gordheim. The Great Necromancer took advantage of the distraction caused by Sigmar's crusade, and sent forth his own armies, his legions taking the valley of the Nordyrie and wresting control of its cursed Realmgate to open a path to Nagashizzar. The anarchy and violence of the Hallost campaign proved an irresistible lure to the forces of Destruction. The Tarkan Warglutt sold their blades to all sides, filling their bellies with raw flesh and their caravans with treasure and riches. The Tarkan's Tyrant at that time, Bulgo Spinecrusher, was a canny old campaigner, and under his command the power of the warglutt grew unchecked.

THE NECROQUAKE

When the necroquake erupted across the realms, its most severe effects were felt in Shyish. In a cataclysmic surge, the flow of magic in the Realm of Death was inverted, and the all-devouring vortex known as the Shyish Nadir formed. Slowly, inexorably, the Nadir began to draw the underworld continents of Shyish into its maw. Each afterlife so consumed caused Nagash's power to swell ever greater. In the wake of the necroquake, the fighting for Hallost intensified to a ferocity not witnessed since the dark days of the Age of Chaos. Such was the priceless value of the underworld's souls that many disparate forces converged upon the dying realm, whether in an attempt to save it from its fate or simply to loot as much as they could before it was claimed by the Nadir.

The armies of Nagash, meanwhile, sought to expel these trespassers and hasten the underworld's demise. So valuable was Hallost to the Great Necromancer that he sought to establish a stronghold of Ossiarch Bonereapers there. An enormous fortress-city – the Necropolis of

HALLOST

Cartoch – stood half-built in the Endless Boneyard. Abandoned during Nagash's retreat from the Chaos Gods, it had lain silent and still for many years, its ramparts scoured by the desert winds. Centuries later, the forces of the Great Necromancer returned to finish the work they had begun. Once the citadel was completed, Nagash's armies would march forth, closing a deathly grip around the land.

The Ossiarch Bonereapers of Cartoch had long awaited the decree from Nagashizzar that would send them to war. With the return of Katakros to the Great Necromancer's court, that time came at last. Nagash had already created vast hosts of Ossiarch warriors, but Katakros insisted that he required yet more warriors in order to bring about the Grand Mortification that his master desired. The Mortarch of the Necropolis sent orders to strongholds of Bonereapers across Shyish and beyond, demanding they expand his armies. Thousands of new Ossiarch legions were constructed, at an enormous cost in bones and spirit essences.

It was during this time that war with the opportunistic Tarkan Warglutt threatened to break out. The ogors' war camp was located in the mountains neighbouring Cartoch, and their migratory raiding trails passed through the Endless Boneyard often as they made their way towards the contested regions of Hallost in search of flesh and plunder. Ogors can consume anything, and as they went the Tarkan Warglutt stripped entire regions of the choicest bones.

Nagash seethed at such impudent greed, but the Great Necromancer was never a being to act upon rash impulse. Recognising that many foes were arrayed against his forces in Hallost, and unwilling to engage in a new battle against the ogors, Nagash instead sought to form a temporary alliance of convenience. He despatched his emissary, Vokmortian, to treat with the Tarkan. The Master of the Bone-tithe issued Bulgo Spinecrusher an

ultimatum: the ogors were free to travel the Endless Boneyard and to feast upon any living being – so long as they left the bones of their victims for the Ossiarch Bonereapers. Wary of the growing power of Nagash, Bulgo Spinecrusher accepted the terms offered, and thus was the Pact of Bones established.



RISE OF THE TYRANT

For many long years, the Pact of Bones held. Bulgo Spinecrusher led the Tarkan Warglutt along the hunting trails time and again, but he forbade them from devouring the skeletons of their many victims. Yet the old Tyrant's rule was threatened from within, by those who scorned his appeasement of Nagash's legions.

With the signing of the Pact of Bones, war between the Ossiarch Bonereapers and the ogors of the Tarkan Warglutt was avoided, at least temporarily. Vokmortian returned to his master's side, and Bulgo Spinecrusher led his hunting parties away from the Endless Boneyard and into lands stricken by war, where meat and riches were both plentiful.

The Tarkan thrived and grew fat upon the constant cycle of conflict that dominated the land of Hallost. Always searching for their next meal, they journeyed along winding routes through the desert and across hazardous mountain valleys. Falling upon anything unfortunate enough to stand in their path, the ogors filled their bellies with flesh and the saddle-bags of their rhinox mounts with plunder. Soon, Spinecrusher's gut-plate could barely conceal his prodigious girth, and the Tarkan subsumed several lesser wargluts – after messily consuming any naysayers, of course.

Throughout the Tarkan's golden age, Spinecrusher held to his word, and never once feasted upon the bones of his victims. Food was plentiful in those days of constant battle, and so his warriors were – for the most part – happy to adhere to the Pact of Bones. Anyone who openly muttered their dissatisfaction had their brains splattered by a swing of Spinecrusher's great thundermace, and this proved sufficient discouragement.

Indeed, as they passed back and forth through the baking deserts of the Endless Boneyard on their great raids, the ogors deposited the picked-clean trophies they had gathered on their travels in great piles. This was done with something approaching reverence, for old Spinecrusher had come to see Nagash as an agent of almighty Gorkamorka, the Great Beast that Consumes the Realms.

After all, what was the Shyish Nadir if not a vast maw, devouring all put before it?

Years passed into decades. Under the command of Katakros the Undefeated, the Ossiarch Bonereapers advanced far across the lands of Hallost, driving their mortal foes into panicked retreat. On the open plains and valleys of the Land of Dead Heroes their grand formations of spear-wielding Mortek warriors and devastating Kavalos Deathriders seemed all but invincible. Even the Stormcast Eternals were routed in decisive battles at Mons Phaeris and on the banks of the Daxamatic River. More and more of Hallost was claimed in the name of Nagash.



KIN AGAINST KIN

No glorious reign lasts forever, especially in the brutal and violent society of the Gutbuster Ogors, and the once undisputed rule of Bulgo Spinecrusher was beginning to show signs of splintering. The Tyrant's unconventional ideology was becoming increasingly unpopular among the younger, brasher ogors of the warglutt, who were offended by the very notion of leaving anything uneaten. They looked upon the piles of skulls and ribcages left in tribute to the Ossiarch Bonereapers and saw only weakness and wasted food.

The leader of these discontents was none other than Bulgo's own offspring, the ambitious Kagruk Kin-eater, who had returned after

several decades spent upon the battlefields of northern Hallost. Kagruk had made his name as a fearsome mercenary, renting his services – and those of the troupe of ogors-for-hire known as the Bully Boys – out to Chaos lords, Freeguild generals and orruk Megabosses alike. Now that he had returned to the Magthar Mountains, fat and rich, he had no intention of bowing to anyone, not least his own flesh and blood.

Family loyalties mean little in Gutbuster society, and even amongst his own kind Kagruk was regarded

THE MIGHTY MAWTRIBES

Gutbuster wargluts are gatherings of ogors roughly equivalent to a human tribe in size and function. The ogors of each warglutt always bear the symbol of a great mawtribe – the progenitor culture from which those ogors hail. Those of the Meatfist Mawtribe stain their right forearms red by dipping them in troughs of gore, while other mawtribe markings take the form of tattoos, brands and ritual face-paint. The masters of the mawtribes are the legendary Overtyrants, warrior-emperors of fearsome girth and virility. Under their command, the mawtribes behave akin to a migratory, all-devouring force of nature, marching out from their subterranean strongholds to follow a cyclical 'Mawpath' across the Mortal Realms. Often, individual wargluts will split off from the mawpath and temporarily settle in lands rich in food and plunder, only rejoining their mawtribe's journey when they have consumed everything worth eating in the region.

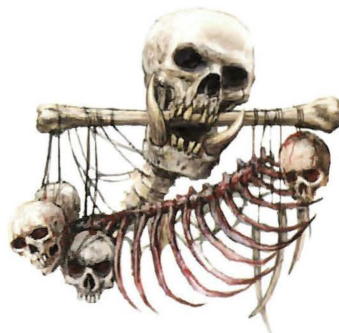
as particularly ruthless. As a pot-bellied youth he had bludgeoned to death and subsequently consumed all five of his brothers; an act that granted him the given name 'Kin-eater' and the amused approval of his father.

Kagruk's pride and appetite were equally gargantuan, and he resented bowing to the will of any other creature – especially 'some gutless sack of bones', as he put it. He grumbled to his followers over the hiss and bubble of the war camp's meat-cauldrons, asking why the mighty Tarkan Warglutt was baring its belly to some skeletal lord whose armies were mired in battles far to the north? Ogors did not pick and choose what they ate according to the will of their enemies, Kagruk insisted. Ogors ate it all, and if anyone tried to stop them they would find themselves in the cooking pot.

A younger, more vital Bulgo Spinecrusher might have caught the scent of rebellion in the air. As it was, the first the old Tyrant knew of his son's ambitions was when Kagruk marched boldly up to his maw-throne. The Kin-eater removed his gut-plate, casting it down at Spinecrusher's feet. Silence fell across the Tyrant's longhouse. A challenge had been issued for control of the Tarkan Warglutt, and Bulgo Spinecrusher was forced to answer. The brawl that followed would enter the annals of the Tarkan as one of the bloodiest in their history. Casting aside his own golden belly-armor, Bulgo Spinecrusher leaped from his throne and fell upon his challenger, moving with surprising swiftness for one with such tremendous girth. This would be a fight to the death, and the winner would spill his defeated enemy's intestines across the floor of the throne room. Bulgo's thundermace clashed against his son's beaustskewer glaive and the audience of watching ogors roared and guffawed in delighted appreciation.

Spinecrusher fought hard, but against the power and vitality of his son, he was sorely outmatched. A vicious headbutt from Kagruk dropped Spinecrusher to the floor.

With a victorious howl, the young warrior fell upon his stricken father and tore open the old Tyrant's prodigious guts with his own teeth. Wiping away the last gory remnants of his deposed kin from his chin, Kagruk took up Spinecrusher's thundermace and lashed the dead ogor's gilded gut-plate around his own belly. Thus began the reign of Tyrant Kagruk Kin-eater. His first command was that the Tarkan Warglutt embark upon a great raid, passing through the Endless Boneyard and consuming everything they laid their eyes upon – including the bones. This order was received with a mighty cheer from the gathered ogors.



BETRAYAL

The Ossiararch Bonereapers of Cartoch were caught entirely unawares by Kin-eater's sudden betrayal. Before an armed response could be mustered, many sources of fine bone had already been devoured. The Barrow-tombs of Kaleth were ransacked, the precious, mummified bodies of its Desert Princes consumed, and their treasures sundered or stolen. Great portions of the valley known as Titan's Grave were smashed to ruin, the mighty remnants of ancient colossi cracked open and the marrow drained. The only bones left were rotten, blackened things, unsuitable for the crafting of even the lowest skeletal serf.

The lords of the Ossiararch Bonereapers simply could not comprehend the logic of the Tarkan's actions. There was no shortage of food to be found in the war-torn

lands of Hallost, so why would their former allies risk obliteration by breaking the Pact of Bones? Though Nagash had imbued his elite legions with a flicker of autonomy, they lacked the capacity to understand the primal, selfish desires that drove their enemies.

Vokmortian, Master of the Bone-tithe, was despatched to Cartoch by the Great Necromancer to pass judgement over the traitorous Tarkan. The emissary of Nagashizzar was enraged by the ogors' reckless and illogical actions, but he had long since ceased to be surprised by the duplicity and self-destructive delusions of mortals.

The Master of the Bone-tithe could feel the icy fury of his master's rage coursing through his body, but he did not let that anger dictate his actions. He shared his master's patient, calculating nature. First, he would discern the reason that the wanton greed of the Tarkan Warglutt had been unleashed after so many years of peace. Then the Tarkan would pay dearly for their insult. Perhaps, once the deficit of stolen bones had been recovered, stripped from the corpses of the traitorous ogors, he would allow one or two of the creatures to survive. They would flee the Endless Boneyard, and carry word of the punishment that awaited those who defied the Ossiararch Bonereapers across the Mortal Realms.

Word soon reached Kagruk Kin-eater that undead legions were emerging from the deathly sandstorms of the Endless Boneyard, marching to the border of the Tarkan's territory. The Tyrant looked upon the armies of death that Bulgo Spinecrusher had so feared, and he was not impressed. Summoning his Bully Boys, the Tyrant made ready for war. He planned to parley with these fleshless intruders, to draw them in close enough so that he could smash them to pieces and feast upon their bones. Idly, Tyrant Kin-eater wondered what the polished armour of the Ossiararch Bonereapers would taste like, and his belly rumbled in anticipation.



WARS OF FLESH AND BONE

Hallost is an underworld that has been dominated by war for as long as any can remember. Over the centuries, the fortunes of the Tarkan Warglutt have risen dramatically, and the Ossiarch Bonereapers have gradually tightened their grasp upon the Endless Boneyard. Open warfare between these two growing powers is all but inevitable.

● THE AGE OF MYTH ●

THE CITIES BENEATH

When the God-King Sigmar decrees that great cities of Order will be constructed across the Realm of Death, Nagash does not object. Though he resents this intrusion into his domain, the Great Necromancer is not yet willing to risk hostilities with Azyr. Instead, he offers the labour of his undead servants, who work tirelessly to carve out strongholds from the bone and rock of Shyish. Unbeknownst to Sigmar, great vaulted halls, cavernous sepulchres and enormous avenues are constructed in secret, deep beneath the earth. These mausoleum-cities will serve as the strongholds for the Ossiarch Bonereapers, Nagash's grand army of conquest.

CARTOCH, CITY OF DUST

Unlike many of the Ossiarch Necropolises, the great grave-city of Cartoch is constructed above ground, at the centre of the blazing desert known as the Endless Boneyard. Masses of undead serfs labour away upon its construction, fashioning a baroque city of the dead that lies unoccupied and silent, awaiting the arrival of its masters.

● THE AGE OF CHAOS ●

DAEMON INVASION

Nagash's plans for the domination of Shyish are thrown into disarray by the arrival of the daemonic legions of Chaos, who spill through breaches in reality in vast numbers to feast upon the souls of the living and the dead. At the climactic Battle of Burning Skies, the God-King Sigmar stands against the onslaught. The Pantheon of Order is finally shattered when Nagash abandons Sigmar, choosing instead to defend Shyish. So consumed by rage is the God-King that he pursues the Great Necromancer rather than come to

the aid of his beleaguered people. Nagash refuses to meet the God-King in battle. Eventually Sigmar's white-hot rage burns out and he flees to Azyr, shutting the gates behind him.

THE RETREAT TO NAGASHIZZAR

Despite winning costly victories at Dirge Peak and the Forest of Nails, Nagash is unable to wage battle on multiple fronts. He falls back to his citadel of Nagashizzar, reluctantly abandoning the underworld of Hallost to the Chaos hordes. The Dark Gods revel in their triumph, and terror spreads across the land. Only the lifeless desert of the Endless Boneyard remains untouched, the Necropolis of Cartoch protected by the murderous heat and swirling, deathly bone-storms that ravage the region.



THE TARKAN MARCH

The legendary Maggrond Moghammer leads his warglutt from the relentless march of the Meatfist Mawtribe in search of what he calls 'the Great Gutbash' – a promised land filled with food that he has witnessed in his dreams. The Tarkan suffer grievous losses on this grand pilgrimage, preyed upon by wheeling sky-daemons and other hateful creatures. Finally passing through the Realmgate of High Harrow, the Tarkan find themselves in the land of Hallost, an underworld stricken by war and filled with invading armies and fleeing refugees. Maggrond announces that this is the glorious

land that Gorkamorka, in his guise as the Gulping God, showed him in his dreams.

His joy is short-lived, however, as a weary and irritated Irongutz named Bulgo Spinecrusher pulps the Tyrant's skull with a swing of his ironbound club. Though a few ogor elders grumble about Bulgo's failure to offer a proper challenge according to their ancient traditions, the exhausted Tarkan Warglutt accepts Bulgo as its new Tyrant.

UNDERGROUND WAR

The Tarkan settle in the Magthar Mountains, on the borders of the Endless Boneyard. Yet they soon come into conflict with the duardin Shieldgunners of Arch-Cannoneer Rugni the Rock. Seeking shelter from the atrocities of Chaos, the duardin have retreated to their mountain fastness of Steamhold. Spying an opportunity to reinforce his control of the warglutt, Bulgo Spinecrusher lays siege to the underground citadel. Rhinoxen war-rams smash open its heavy gates, and ravenous ogors charge into Steamhold's warrens. Rugni's Shieldgunners fight to the last, filling the cramped tunnels with choking gun-smoke, but they cannot hold back the hungry tide. Within three days, the voracious warglutt has consumed every last duardin in Steamhold.

FILLED BELLIES

Having established his war camp, Bulgo Spinecrusher launches raids into the lowlands of Hallost, slaughtering and devouring the dwindling forces of Order and the hordes of the Dark Gods alike. It is a time of plenty for the Gutbusters of the Tarkan. Spinecrusher develops a particular fondness for raiding the cannibal feasts of Bloodbound hordes, gobbling up the Khorneworshippers alongside their tormented victims, before washing the meal down with troughs of spilled gore.

● THE AGE OF SIGMAR ●

WAR RECOMMENCED

Hallost is all but under the dominion of the Dark Gods when the skies are illuminated by a furious celestial storm. Sigmar's Stormcast Eternals descend upon trails of lightning, smashing into the unprepared armies of Chaos. So too do the legions of Nagash rise up in untold numbers, marching to reclaim the Great Necromancer's lost territory.

THE NECROQUAKE

For generations, Sigmar's crusade grinds on, and in its wake free cities spring up across the realms. Even in the Realm of Death, the God-King's people thrive, until Nagash unleashes the horror of the Shyish necroquake upon reality. The Shyish Nadir is born – a hungering maw that begins to slowly draw the underworlds into its all-consuming vortex. Positioned close to the Nadir, Hallost begins to fragment and come apart. Armies descend upon the dying underworld, either seeking to save it from its fate or strip from it as many precious souls as possible before it succumbs to oblivion.

CARTOCH STIRS

Having established a firm stronghold in Hallost and claimed control of the cursed Realmgate within the vale of the Nordyrie, Nagash aims to further strengthen his grasp upon the underworld. The grave-city of Cartoch echoes to the sound of marching warriors as the Ossiarch Bonereapers muster for war. The Master of the Bone-tithe, Vokmortian, is tasked with securing more raw resources for the creation of new Bonereaper warriors. Under his direction, several Chaos warhordes are swiftly and decisively butchered, their bones returned to Cartoch.

THE MAKING OF A TYRANT

An ogor mercenary by the name of Kagrak Kin-eater becomes one of the most feared hired blades in Hallost. Alongside a cadre of favoured killers he names his Bully Boys, Kin-eater earns a fortune selling his services to Order and Chaos leaders alike, and even to the dreaded vampire bloodhunter Gheskar Latorika. The

latter wins many victories over the armies of Vaddenheim, utilising the Bully Boys as elite shock troops to shatter the pike formations of the great city. This profitable alliance lasts until Latorika and his cohort make the mistake of feasting upon victims promised to the ogor. Outraged, Kin-eater immediately switches his allegiance. It is the Bully Boys that capture Latorika at the Battle of Broken Promises, and Kin-eater himself that ultimately devours the bloodhunter alive.



WRATH OF THE DEAD

While tracking the fleeing remnants of a Slaaneshi pleasure-cult, a raiding party of Tarkan ogors pushes deep into the Endless Boneyard. They corner their prey before the polished, ivory walls of a strange citadel in the dunes. Before they can finish butchering the outnumbered Chaos-worshippers, the city's ancient gates yawn open and a phalanx of gleaming undead warriors marches forth. The ogors make the mistake of believing that the sentinels of Cartoch are little more than mindless skeletons, and fight to defend their meal. All but one of the Tarkan are ruthlessly impaled upon nadirite spears, or carved apart by four-headed horrors wielding spectral blades. Most are slain outright, while the wounded are dragged, screaming, inside the desert city. The lone survivor arrives at Tyrant Spinecrusher's war camp several days later, and the ruler of the Tarkan Warglutt listens to his panicked ravings with interest.

A STRANGE ALLIANCE

The denizens of Cartoch reveal themselves in their full splendour,

9
marching upon the war camp of the Tarkan in their thousands, surrounding the shocked ogors with a wall of spear-wielding Mortek Guard – lethal warrior-constructs that form the backbone of the Ossiarch armies. Showing no fear, Tyrant Spinecrusher strides out to hail the leader of the Ossiarch Bonereapers. Vokmortian, Master of the Bone-tithe, offers the Tarkan leader his life and the continued existence of his warglutt, in exchange for a promise that the ogors will not devour the bones of their victims, nor trespass upon the harvesting sites of the Ossiarch Bonereapers. Aside from these restrictions, they may consume all the flesh they desire from the mortals of Hallost. Spinecrusher assents, realising that the strength of Nagash cannot be opposed by ferocity alone. The Pact of Bones is formed.

VENGEANCE OF KATAKROS

Katakros the Undeclared leads his Ossiarch armies in a series of crushing victories over the enemies of Nagashizzar. The Anvils of the Heldenhammer are trapped against the banks of the Daxamatic River and put to the sword. Hagra Four-Eye's Molten Horde is defeated on the Plains of Flesh and Blood, pinned by phalanxes of Mortek Guard and subjected to the devastating charge of armoured wedge formations of Kavalos Deathriders.

THE PRODIGAL SON

Kagrak Kin-eater returns to his tribal home, having grown fat and rich from the mercenary life. He is welcomed back by Tyrant Spinecrusher and is offered a place of honour at his feasting table. Yet Kin-eater has far greater ambitions.

A NEW AGE

The venerable Tyrant Spinecrusher is slain by his own son, Kagrak Kin-eater, who assumes command of the Tarkan Warglutt. Young, voracious and entirely scornful of his dead father's caution, Tyrant Kin-eater immediately breaks the Pact of Bones, marching into the territory of the Ossiarch Bonereapers and devouring all the skeletal remains he can get his hands on. A long-avoided conflict now seems inevitable...



The Pact of Bones has been broken. Open war breaks out between the belligerent Gutbuster Ogors of the Tarkan Warglutt and the Ossiarch Bonereapers, elite warriors of the Great Necromancer. Jagged meat cleavers clash with gleaming nadirite spears, and blood and dust are spilled in equal measure.



GUTBUSTERS

Gutbuster Ogors are hulking, rotund brutes nearly twice the size of mortal men and rippling with muscle. Driven by a ravenous hunger that they can never truly sate, these hardy creatures rampage across the Eight Realms in nomadic tribes, always searching for their next meal.

TYRANTS

The hierarchy of a warglutt is really quite simple – the biggest and strongest ogor claims leadership, using his prodigious girth and strength to out-fight and out-eat any who would dare to challenge him. Known as Tyrants, these towering brutes lead the war parties of the Gutbusters in their ceaseless search for food. This duty is of the utmost importance, not only because ogors require an enormous amount of

sustenance, but because feasting is regarded by ogors as a sacred act. Each mouthful of dripping flesh is an offering to the Great Beast that Consumes the Realms – the ogors' interpretation of the greenskin god Gorkamorka. Should a Tyrant fail to provide sufficient food for his grumbling warriors, his reign will come to an abrupt and violent end.

Such leadership disputes are solved in traditional, one-on-one combat.

In front of an audience of hollering ogors, the two combatants will remove their belly-plates and face off. Disembowelling is considered a particularly humiliating form of death amongst the wargluts, for as the old saying goes: 'him that's got no guts can't hold onto his food'. If the Tyrant triumphs he will messily consume his would-be deposer, while his defeat will result in his own gory demise. A Tyrant will fight many of these succession battles in the course of their reign.



This life of constant conflict serves a Tyrant well in battle, as it only improves their strength and fortitude. There are tales of Tyrants tearing the arms from a gargant before beating the unfortunate creature to death with its own limbs, or chewing off the head of a Chaos warlord mid-duel. Tyrants can survive arcane fireballs, hails of cannon and musketry, and the crushing charge of armoured cavalry, protected as they are by layers of blubber and thick iron armour. It is little surprise that many kingdoms and free cities seek to placate warlike Tyrants with offerings of food and tribute rather than face them in battle. Such truces typically last only as long as said city's food stocks remain full – not very long, when there are hundreds of ravenous ogors to feed.

As the ruler of their warglutt, a Tyrant has first pick of the spoils of war – not just food, but wargear, treasure and trophies. As a result, they are always the most finely outfitted and well-equipped of the tribe, with the thickest gut-plate, the cruellest weapons and the largest rolls of belly fat. Many Tyrants choose to carry a bone-crushing thundermace, a weapon that can tenderise and pulp their intended meal without spoiling the meat. The beastskewer glaive is another favoured weapon, a great polearm with a heavy blade on the end used to

deliver the killing blow to enormous monsters and other potential meals.

The appetite of a Tyrant can have drastic effects not only on his own warglutt, but on the surrounding region as a whole. Though they can eat anything, ogors often develop a taste for a certain kind of flesh above all others, and will seek this delicacy out with single-minded obsession. Ogbort Oakeater of the Bloody Stump Warglutt in southern Thyria developed a particular craving for Sylvaneth bark. His warriors laid waste to vast swathes of the Futilian Wood, burning down trees by the hundred to drive the forest folk into the open where they could be hacked down and devoured. Some unwise ogors mocked their leader's taste for greenery, and grumbled about having to live off plants like aelven hermits. Oakeater responded by slaughtering all these discontents and grinding up their bones to sprinkle over his next meal.

OGOR GLUTTONS

Huge, belligerent and always hungry, Ogor Gluttons form the bulk of a warglutt's fighting strength, and are feared across the realms for their violent nature and savage appetite. A stampede of these brutes is a truly terrifying sight, a living avalanche of iron and sweaty, unwashed flesh that rolls across everything in its path. Even the bravest soldiers may break in the face of such relentless force, especially when they witness their comrades being torn apart and consumed before their eyes.

Each Ogor Glutton is a mountain of muscle and fat, immensely strong and formidably tough. They wield broad clubs and maces, crude but effective armaments that can cave in a Stormcast's helm with a single blow. Even should their weapon be shattered, Ogor Gluttons possess fine backups – a set of yellowed teeth that can chew through stone and metal, and meaty fists that can snap spines and crush skulls.

The greatest warrior of each Ogor Glutton pack is granted the title of Crusher. This is a fitting epithet, for these veteran ogors swing their

immense war clubs with startling ease, pulverising enemy soldiers by the dozen. Some Ogor Gluttons carry banners capped with the skulls and bones of particularly memorable meals, and their packs are commonly accompanied by grots acting as lookouts or – if food proves particularly scarce – light snacks.

Though they are capable of reason, and even a certain low cunning, Ogor Gluttons are first and foremost driven by self-interest. As long as they are fed and Gorkamorka's ravenous appetite is appeased – if only for the briefest moment – then nothing else matters. Concepts such as honour and loyalty are utterly alien to these creatures, and they are just as likely to ally with a neighbouring kingdom to fend off an invading army as they are to gleefully join with the raiding force and fill their bellies with flesh.

LEADBELCHERS

Ogors have a particular fondness for blackpowder weaponry. They delight in loud and explosive displays of destruction, and their heavy cannons suit those requirements well. Rather than positioning these guns safely behind their front line, however, some ogors have adopted the unusual tactic of carrying them into battle by hand. Known as Leadbelchers, these units of ogor gunners lumber towards the enemy with lit tapers in their mouths. The barrels of their crude guns are stuffed with whatever is close at hand – rocks, debris and handfuls of scavenged weapons all prove effective ammunition if there are no cannonballs to be found. When a Leadbelcher gun is fired, this hail of shrapnel blasts out and shreds everything in a wide arc to bloody paste.

At least, that is the intended outcome. Never the most cautious of creatures, ogors practice a form of fire discipline that would make a veteran Ironweld cannon-master blanch with horror. Most Leadbelchers are covered with powder burns and scars, the results of point-blank detonations and misfires. But such injuries are considered a small price to pay for

the thunderous firepower at their disposal. Should a Leadbelcher find itself in close combat – a common event, considering that they are no less ravenous than their fellow tribal warriors – their iron-wrought guns serve as devastating bludgeons.

IRONBLASTERS

Mounted upon scrap-built chassis and hauled by immense, shaggy-furred beasts known as rhinoxen, the cannons of the Ironblasters are mobile siege pieces capable of blasting apart a castle wall in a single volley. The sound of an Ironblaster cannon firing is akin to a volcanic eruption. A gout of flame bursts from its huge barrel, and multiple cannon balls are hurled into the ranks of the enemy, splattering them into a pinkish mist. Any shell-shocked survivors are easily clubbed down by the Ironblaster's gunner or trampled by their foul-tempered mount.

There are many legends told throughout the Gutbuster mawtribes regarding the origins of the first Ironblaster cannons, but all agree upon one thing – it was the Sky-Titans that dwelt in the clouds above the Scabrous Sprawl of Ghyran that first crafted these terrifying weapons and mounted them upon their immense, floating citadels. When the empire of these master engineers was torn down – or devoured by a hungry Gorkamorka, as some ogor mythspeakers insist – the cannons were recovered from the shattered ruins by enterprising ogors. Over the long years, the use of these oversized weapons filtered out to the nomadic warglutt across the realms.

Only the richest and most powerful warglutt can claim to possess one of the rare and original cannons of the Sky-Titans, of course. The rest make do with similar devices either looted from the walls of conquered cities of the God-King, or crafted by those willing to do business with the unpredictable Gutbusters. There are also many tales told of captured Ironweld engineers being held hostage and forced to create terribly destructive weapons for their ogor masters, before being summarily eaten.

OSSIARCH BONEREAPERS

Given will and motion by soul-craft, and armoured in the baroque splendour of the sepulchre, the Ossiarch Bonereapers are the iron fist of Nagashizzar. They were fashioned by Nagash to shatter the forces of the living, break the will of mortals, and establish an eternity of undead domination.

VOKMORTIAN, MASTER OF THE BONE-TITHE

Across the vast distances of the Mortal Realms they travel, the emissaries of Nagashizzar. They bring with them the inviolable decrees of the Great Necromancer, and to deny their demands invites annihilation. First amongst their number is Vokmortian, Master of the Bone-tithe. This immortal being is given licence to utterly destroy any who defy Nagashizzar, laying them low with blasts of sorcerous magic and necromantic powers granted unto him by his master. By Vokmortian's will have sprawling empires been crushed to dust and entire civilisations harvested overnight, so that their bones might be used to fashion new undead warriors.

Vokmortian is both envoy and overseer, statesman and conqueror. It is his duty to manage the bone tithe, the gathering of raw materials from which new Ossiarch armies are fashioned. His acolytes are embedded within every Necropolis, where they ensure that proper tribute is gathered from nearby vassals. It does not matter to Vokmortian whether these bones are taken by force or whether the subjugated living choose to sacrifice their youngest and healthiest warriors in exchange for their continued existence. It only matters that the Ossiarch Bonereapers have sufficient resources to replenish their ranks and expand their osseous strongholds.

When Vokmortian arrives before the gates of a mortal city to demand tribute, he does so alongside an elite retinue of Ossiarch warriors. The Master of the Bone-tithe unfurls the Decree of Nagash and reads it aloud in his terrible, rattling voice. If bones of sufficient quality are proffered, then the mortals may be allowed to live on for another season. If the inhabitants are belligerent enough

to open hostilities, then the bounty is simply taken from their ruined corpses in the aftermath of battle. In the presence of this terrifying effigy of death, few mortals are brave enough to make a stand. The severed heads of those who have made this grave error hang from Vokmortian's staff, still wailing and bemoaning their foolishness.

As the foremost emissary of Nagash, Vokmortian channels a portion of the Great Necromancer's formidable might. What Vokmortian sees, so too does Nagash, and through his servant the Lord of Shyish can manifest his vengeance. This connection is so potent that when the Master of the Bone-tithe is denied, Nagash's lifeless, icy gaze blazes through the spectral visage contained within Vokmortian's chest, striking those who have displeased him with heart-stopping terror. Should further incentive be required, Vokmortian wields the terrible power of the Shyish Nadir, and can smite his foes with life-stealing magic.

As well as his other duties, Vokmortian acts as a conduit for the will of the Great Necromancer in all things. Nagash is the undisputed master of undeath, but although his power is that of a god he is not yet omnipotent. The forces of Death are disparate and varied in nature, and many have their own agendas. Wight Kings, Vampires and masters of necromancy all march beneath the banners of Nagashizzar when summoned, but scattered as they are, it is not always an easy task for Nagash to leverage his domineering will. Given leave to pursue their own tyrannical ambitions, his lieutenants will gladly do so to the detriment of the Great Necromancer's own plans. As the bearer of the Decree of Nagash, Vokmortian can command the obedience of even the mightiest undead lord simply by raising aloft the rune-marked

scroll of Nagashizzar and issuing an imperative that they are compelled to obey.

MORTEK GUARD

Each warrior of the Mortek Guard is a walking mass grave, given animus by the fractured remnants of dozens of warrior-souls. In battle they fight with unerring synchronicity, blades striking out with lethal precision to open throats and pierce hearts. When a new threat appears, an order is given and the line turns and reforms in an instant, facing the enemy with a wall of razor-edged nadirite weapons.

The Mortek Guard was constructed to fight Nagash's wars without question or hesitation, but its warriors are not unthinking automatons. They are capable of individual thought, and granted enough autonomy to ensure that they can fight on skilfully should their generals be cut down. This self-control is of course carefully tempered during the soul-crafting process to ensure total obedience and devotion to Nagash – Mortek warriors do not break rank for a moment, even as they stride to victory across a carpet of slain foes. Each warrior wields a nadirite blade or spear, imbued with the magic of the Shyish Nadir – even a minor wound from such a weapon can cause instant death, as the victim's soul is devoured by voracious necrotic energy.

The magical process used to rend down and bind souls to create the Mortek warriors defies all of the laws of nature. The fractured remnants of the spirits that give animus to each warrior yearn to break free, but they are bound within a device known as a soultrap – a gem of vitrified grave-sand. Should this stone be shattered, the warrior will collapse in a burst of spirit energy, its body crumbling apart. Indeed, this is the

only reliable way to destroy a Morteck Guard. Should their soultrap gem survive intact, the warrior's form can simply be reconstituted from reinforced bone.

NECROPOLIS STALKERS

Truly horrific beings that represent the apex of the soul-crafting art, Necropolis Stalkers are nightmarish, four-headed duellists utilised as elite shock troops by the commanders of the Ossiarch Bonereapers. Armed with a variety of deadly blades that they wield in four dexterous arms, they are an exception to the implacable style of warfare practiced by the majority of Ossiarch units. Instead, they move with unnerving, raptor-like speed, releasing bone-chilling screeches as they slice their victims apart.

Each face of a Stalker's quadrangular war-mask is imbued with the essence of a legendary warrior. These combine to form a fourfold, gestalt entity, each aspect of which can assume control of the Stalker's body at a moment's notice. These aspects are created from the souls of mighty sword-fighters and champions, each of which possessed a specialism which has been greatly enhanced in death – thus, a Necropolis Stalker can switch from a parrying stance to a frenzy of whirling blades in the blink of an eye.

When not employed at the forefront of battle, these watchful sentinels maintain a ceaseless vigil over the Necropolises of the Ossiarch Bonereapers, patrolling the streets of the lifeless citadels in hunting packs. Woe betide any beings foolish enough to attempt to breach the walls of such a city by subterfuge or stealth – nothing escapes the many eyes of a Necropolis Stalker, and intruders are summarily dismembered, their bones removed to craft yet more undead warriors.

MORGHASTS

The Morghasts are amongst Nagash's greatest works – peerless killers, grimly majestic with their tattered wings and baroque armour, wielding spectral weapons that rend soul

and flesh alike. They are commonly seen fighting alongside the Ossiarch Bonereapers, lending their fearsome strength to Mortarch Katakros' military campaigns and ensuring that the relentless march of his grand legions continues unabated.

The terrible necromantic rituals that gave rise to the Morghasts bear many similarities to the processes of soul-crafting and osseomancy employed in the creation of Bonereaper warriors. These dread creations have been seen in greater numbers ever since the formation of the Shyish Nadir, which has led many of Sigmar's generals to suspect that Nagash has granted the secrets of their construction to the

Ossiarch Bonereapers. This is a grim prospect, for even in small numbers, Morghasts can wreak terrible slaughter upon their foes.

The Morghast Archai are bodyguards and custodians, who protect Nagash's champions in battle. They will defend their ward with single-minded ferocity, closing ranks and ignoring the rain of blows that deflects harmlessly from their ebon-wrought armour, then lashing out to lop heads with their spectral blades in reply. Should the need arise, the Archai stand ready to perform another task for Nagash – to utterly destroy any undead warlords who attempt to subvert or deny the Great Necromancer's will.



WARRIORS OF THE ENDLESS BONEYARD

Two mighty forces battle for control of the Endless Boneyard: the deathless champions of the Ossiarch Bonereapers, and the lumbering, meat-hungry hordes of the Gutbuster Ogors. The following showcase displays the colour schemes and heraldry of both factions, and may provide inspiration for your own collection!



*Vokmortian, Master of the
Bone-tithe*



Vokmortian bears the Decree of Nagash, and enforces his master's will with chilling ruthlessness and efficiency. Those who offer defiance swiftly meet their end upon the gleaming blades of his Mortek Guard warriors.



Necropolis Stalker with spirit blades and nadirite daggers



Necropolis Stalker with dread falchions



Necropolis Stalker with spirit blades and nadirite daggers



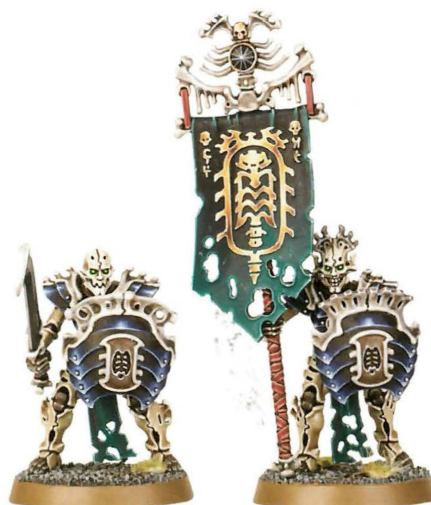
Mortek Guard



Mortek Guard with soulcleaver greatblade



Mortek Guard Hekatos



Mortek Guard

Mortek Guard Necrophoros



Mortek Guard



Mortek Guard



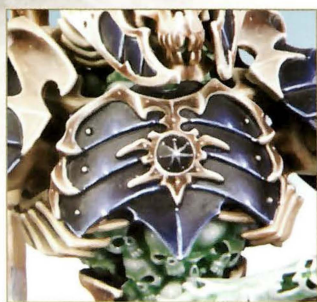
Mortek Guard



Mortek Guard

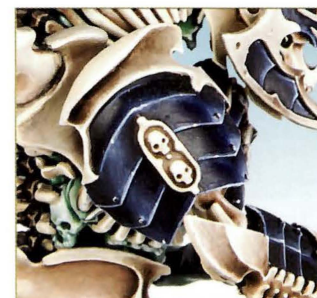
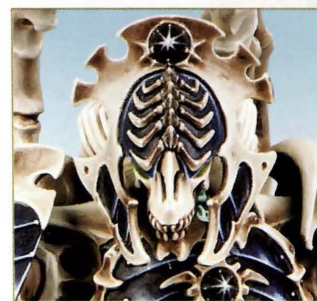


Mortek Guard



Morghast Archai with spirit halberd





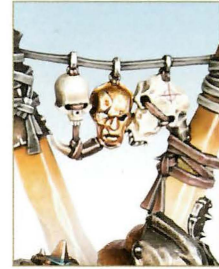
Morghast Archai with spirit halberd

Vokmortian orders the obliteration of the upstart Tarkan Warglutt, and his Necropolis Stalkers are swift to obey, launching themselves at the ogors in a whirlwind of blades.





Tyrant



Gutbuster Tyrants are ferocious and indefatigable warlords, who lay waste to entire kingdoms in their search for food.



Leadbelcher



Leadbelcher



Ogor Glutton with tribal banner



Ogor Gluttons form the bulk of a warglutt's forces. Hulking brutes rippling with fat and muscle, these warriors can smash their way through almost any obstacle – if that object turns out to be particularly tasty, all the better.



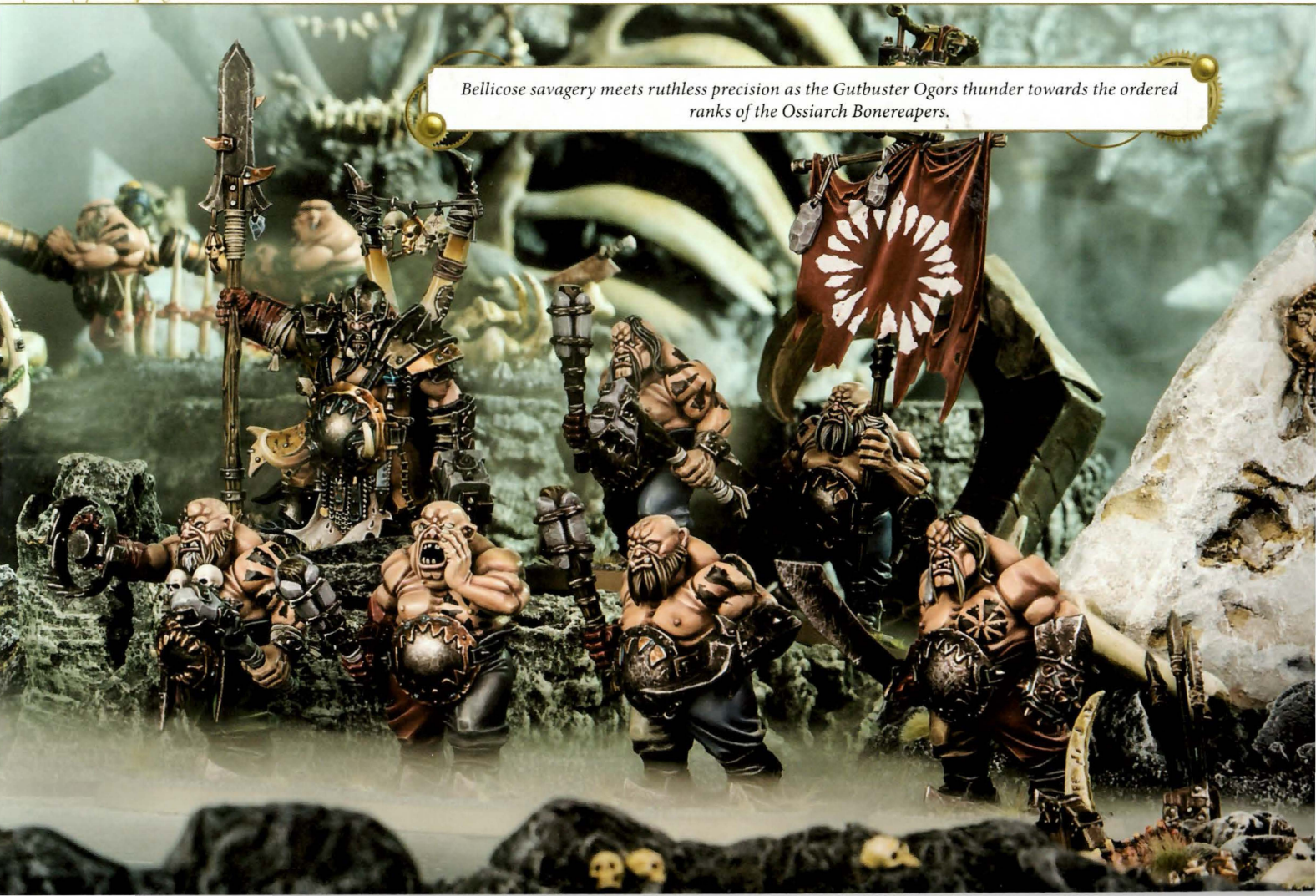
Ogor Leadbelchers forgo the typical rules of ranged warfare, charging their Mortek Guard foes with guns blasting.





Ironblaster

Bellicose savagery meets ruthless precision as the Gutbuster Ogors thunder towards the ordered ranks of the Ossiarch Bonereapers.



DEATH AND DESTRUCTION

The following pages contain all of the rules you need to use the models from *Feast of Bones* in games of Warhammer Age of Sigmar. They include warscrolls and warscroll battalions for the models, and battleplans that will allow you to refight the pivotal battles in the Endless Boneyard. The rules are split into the following sections:

REALM OF BATTLE

The Region of War rules on the following page include rules and realmscape features for battles that take place in the Endless Boneyard in the realm of Shyish.

BATTLEPLANS

This section includes three new narrative battleplans (pg 26-32).

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with your *Feast of Bones* miniatures. The warscrolls are divided into warscrolls for battalions and warscrolls for units.

WARSCROLL BATTALIONS

These are formations made up of several units that combine their strengths to gain powerful new abilities (pg 32-33).

WARSCROLLS

The rules for using a unit, along with its characteristics and abilities, are detailed on its warscroll. A warscroll for each unit in *Feast of Bones* is included here (pg 34-41).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the warscroll battalions in this book (pg 41).

PLAY AIDS

Feast of Bones includes a cardboard sheet with the following punch-out rulers, counters and makers:

2 x Rulers: These rulers are marked in inches and can be used to measure distances in your games.

10 x Command point counters: Use these counters to keep track of each player's command points.

1 x Pall of Doom marker: Used to show that a unit has been affected by the Pall of Doom spell (pg 25).

3 x Big Name markers (Deathcheater, Brawlguts, Fateseeker, Longstrider, Giantbreaker, Wallcrusher): These markers are used to show an Ogor Tyrant's big name (pg 34).

4 x Bully of the First Degree markers: Used to show that a unit has been affected by the Bully of the First Degree command ability (pg 34).

4 x Hunt and Kill markers: Used to show that a unit has been affected by the Hunt and Kill command ability (pg 40).



REALM OF BATTLE

REGION OF WAR: THE ENDLESS BONEYARD

The following rules can be used for battles fought in the Endless Boneyard of Hallost, located in the Prime Innerlands of Shyish, the Realm of Death.

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this region, in addition to any other spells that they know.

PALL OF DOOM

A cloud of terrifying darkness pours forth and engulfs the wizard's foes.

Pall of Doom has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Subtract 2 from the Bravery characteristic of the unit you picked until your next hero phase.

REALM COMMANDS

You can use the following command abilities in battles fought in this region, in addition to the command abilities that you are normally allowed to use.

HONOUR THE DEAD

The dead are honoured by the living ending the lives of their remaining foes.

You can use this command ability at the start of the combat phase. If you do so, pick a friendly unit that is within 3" of a friendly **HERO** or 12" of your general, and roll a dice. If the dice roll is less than the number of models that have been slain from the unit you picked, you can add 1 to the Attacks characteristic of weapons used by that unit in that combat phase.

SOUL-FORCE SACRIFICE

Your general can siphon soul-force from their minions to extend their life.

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly unit other than your general that is within 3" of your general. Allocate any number of wounds to that unit that you wish – you can heal 1 wound that has been allocated to your general for each wound that you allocate.

REALMSCAPE FEATURES

If a battle takes place in this region, the player that picked the realm can roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 Realmscape Feature

- The Winds of Death:** *Swirling zephyrs of deathly energy skitter across this realm, snuffing out the life-force of those whose path they cross.*

At the start of your hero phase, roll a dice. On a 6, you can pick 1 enemy unit and then roll a dice for each model in it. For each 5+, that unit suffers 1 mortal wound.

- Carriion Spirits:** *Hungry demi-gheists that feed upon scraps of death magic haunt this place.*

If a unit takes a battleshock test, double the modifier for the number of models from that unit that were slain.

- Osseous Quicksand:** *Hidden stretches of fine-powdered bone trap and drown the unwary.*

If the run roll for a unit is 6+, or the charge roll for a unit is 10+, that unit suffers D3 mortal wounds after the move is complete.

- Bonequake:** *Tremors are caused by undead bone-titans shifting beneath the earth.*

Starting from the second battle round, if the first roll to determine which player has the first turn is a tie, subtract 1" from the Move characteristic of all units until the end of that battle round, and roll a dice for each unit within 1" of a terrain feature. On a 4+, that unit suffers 1 mortal wound. On a 6, that unit suffers D3 mortal wounds instead of 1.

- Freezing Corpselight:** *At night, the deserts of the Endless Boneyard become terribly cold as swirls of amethyst magic appear in the sky and steal the warmth from one's bones.*

Add 1 to casting rolls for **DEATH WIZARDS**. Subtract 1 from casting rolls for all other **WIZARDS**.

- Aura of Desiccation:** *In the light of day the Endless Boneyard becomes stifflingly hot and dry, siphoning the moisture from both the living and the dead.*

Subtract 1 from run and charge rolls.

TYRANT'S GAMBIT

The brash young Tyrant Kagrük Kin-eater aimed to end the long-held Pact of Bones between the Tarkan Warglutt and the Ossiarch Bonereapers of the Endless Boneyard. Under the guise of parley, the cunning ogor warlord planned to ambush the emissary Vokmortian and feast upon his dusty bones.

The Bonereapers were unlike any undead Kagrük had seen before. Their bony carapaces were not worn and yellowing like most of the skeletons the Tyrant had fought in the past. Instead, they gleamed in the blazing sunlight, as did the cruel-looking spears and blades they carried. The warriors marched in perfect lock-step, their movements entirely synchronised. One of their number, wearing an ornate crested helm, issued a command, and instantly the formation turned and came to a halt a dozens yards before the Tyrant. Their ranks parted to grant passage to an odd-looking creature indeed.

At first Kagrük thought it was a coffin animated by some strange spell, but as the thing came closer, he saw that there was a man-shaped form inside the stone casing. It held a great staff in its bony hands, from which dangled three withered heads. It strode forwards and stopped

a short distance from Kin-eater, slamming the haft of its staff into the earth. The disembodied heads groaned and whimpered, eyes bulging in horror.

Kin-eater smiled wide, showing a row of brownish fangs. He spread his arms wide in good-natured greeting.

'Welcome, welcome!' the Tyrant roared. 'So you've come to pay your respects to the Tarkan. That's appreciated, truly. What treats have you brought for me and my boys to feast on, eh?'

There was a chorus of chortling from Kin-eater's Bully Boys. The Tyrant edged forwards again. He was only a dozen or so paces from the skeletal emissary now. Every muscle in the ogor's rotund body was tensed like the string of a readied bow.

'I am Vokmortian,' said the walking tomb. The words came not from

the skull that sat atop its thin body, but from a hideous, spectral face embedded in its chest that glowed with unnatural light. Its voice boomed out across the clearing.

'I speak the will of Nagashizzar. An agreement has been broken, a truce dishonoured. Even now you trespass upon lands that by right belong to the Ossiarch Bonereapers, and therefore to the Great Necromancer. Tell me, where is the betrayer who calls himself Spinecrusher?'

'Well, what's left of the old fool's in here,' the Tyrant said, patting his immense belly. 'And a fine meal he was too. Though Gorkamorka bless me if my guts aren't rumbling all over again. And since you ain't brought me any food...'

With a furious bellow, Tyrant Kin-eater leapt towards the undead messenger, raising his beastskewer glaive aloft for a killing blow.



BATTLEPLAN 1 NO DEAL

ENDLESS BONEYARD

Use the Region of War rules from page 25. The realmscape feature for this battle must be Aura of Desiccation.

THE ARMIES

One player is the Bonereapers player and their opponent is the Gutbusters player. Their armies must consist of the following warscroll battalions:

Bonereapers Army: 1 Vokmortian's Retinue battalion (pg 32)

Gutbusters Army: 1 Kin-eater's Bully Boys battalion (pg 33)

THE BATTLEFIELD

Set up terrain as described in the core rules.

SET-UP

The Bonereapers player sets up Vokmortian first, in the position shown on the map. Then the Gutbusters player sets up their Tyrant, in the position shown on the map.

The players then alternate setting up units one at a time, starting with the Bonereapers player. Units must be set

up wholly within their own territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another.

THE TYRANT'S RUSE

After both armies are set up, but before the first battle round begins, the Gutbusters player can move their Tyrant 2D6". The Tyrant must finish this move as close to Vokmortian as possible.



FIRST TURN

Roll a dice. On a 1, the Bonereapers player must take the first turn in the first battle round. On a 2+, the Gutbusters player must take the first turn in the first battle round.

SURPRISE ATTACK

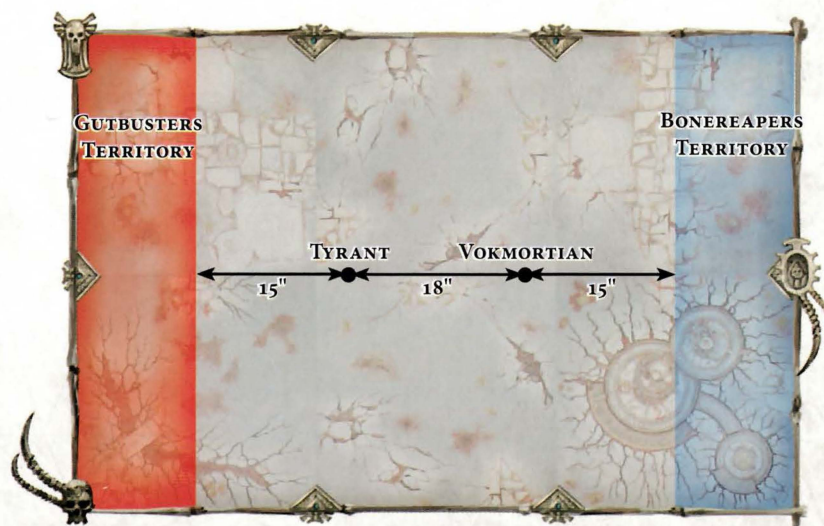
In the first battle round, the Bonereapers player must roll a dice before they attempt to move a unit other than Vokmortian in the movement phase, shoot with a unit other than Vokmortian in the shooting phase, or attempt to charge with a unit other than Vokmortian in the charge phase. On a 1-3 the unit cannot perform that action. On a 4+ it can carry out that action.

GLORIOUS VICTORY

The battle ends immediately if Vokmortian or the Tyrant is slain, or at the end of the third battle round.

If the Tyrant is slain, the Bonereapers player wins a **major victory**. If the Tyrant is not slain, but more wounds are allocated to the Tyrant than Vokmortian at the end of the battle, then the Bonereapers player wins a **minor victory**.

If Vokmortian is slain, the Gutbusters player wins a **major victory**. If Vokmortian is not slain, but more wounds are allocated to Vokmortian than the Tyrant at the end of the battle, then the Gutbusters player wins a **minor victory**.



CUT OFF THE HEAD

Having evaded Kagruk Kin-eater's brazen attempt to strike him down, Vokmortian attempted to orchestrate the arrogant ogor's death. As the desert winds howled and zephyrs of life-stealing magic raced across the Endless Boneyard, the Master of the Bone-tithe led an assault upon the Tarkan war camp to assassinate the Tyrant.

Vokmortian strode to the lip of the ridge, and looked down upon the crude dwellings of his mortal foes. The Tarkan ogors had made camp in the centre of a circular bowl in the earth.

'Crude, thoughtless vermin,' hissed the Master of the Bone-tithe.

This hollow had once been filled with the skeletal remnants of titanic beasts – immense dunewinder serpents and the amethyst magic-devouring hulks known as karvoks. Fine, strong bones, that would make firm foundations for the Necropolises of the Ossiarch, that would provide impenetrable carapaces for their soul-engines of war. All that was gone. Like a horde of locusts, Kagruk Kin-eater and his traitorous band had stripped the area of everything but ash and powdered bone. A few ruined columns were all that remained of the monstrous skeletons, so thoroughly gnawed

and splintered that they were utterly unusable. Vokmortian could feel the cold rage of his master spilling from his eyes, causing trails of hoarfrost to form upon the ossified sand beneath his feet.

The Great Necromancer's full attention was elsewhere, of course, and to attempt to guess what occupied his godlike mind was impossible for one such as Vokmortian. Yet what the emissary of Nagashizzar witnessed, so too did his lord and master. And his will was clear: Kagruk Kin-eater must suffer and die in the most terrible manner possible.

'DELIVER UNTO ME THE TRAITOR'S ETERNAL SOUL,' echoed a voice in Vokmortian's mind, 'SO THAT HIS INSOLENT MIGHT BE REPAID.'

'Sentinels of the Necropolis, attend me,' the emissary said.

Three towering forms clad in ornate armour strode forwards, bending a knee before Vokmortian. Their heads were formed from four, melded skulls, and as they looked to their master these death-masks twitched and rotated, the eye sockets of each grim aspect glowing with unholy light. They carried weapons of terrible power, blades of pure spectral force that radiated the deathly aura of the ever-hungry Shyish Nadir.

'Dispose of the sentries,' Vokmortian said, gesturing below to the few ogors lumbering drunkenly around the perimeter of the camp. 'And leave Kin-eater to me. I would dispense Nagash's justice myself.'

As one, the Necropolis Stalkers rose, racing down into the torch-lit war camp with long, loping strides. It was only a few moments before agonised, terrified screams began to echo in the darkness.



BATTLEPLAN 2

DEATH TO TYRANTS

ENDLESS BONEYARD

Use the Region of War rules from page 25. The realmscape feature for this battle must be The Winds of Death.

THE ARMIES

One player is the Bonereapers player and their opponent is the Gutbusters player. Their armies must consist of the following warscroll battalions:

Bonereapers Army: 1 Vokmortian's Retinue battalion (pg 32)

Gutbusters Army: 1 Kin-eater's Bully Boys battalion (pg 33)

THE BATTLEFIELD

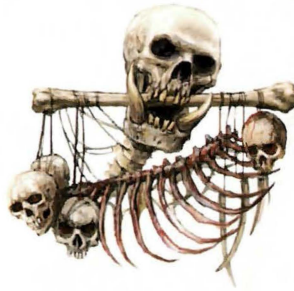
Set up terrain as described in the core rules.

SET-UP

The Gutbusters player sets up their army first, wholly within their own territory. The Bonereapers player then sets up their army wholly within any of their own territories.

FIRST TURN

In this battle, the Gutbuster player must take the first turn in the first battle round.



STORM OF DEATH

In the first battle round, when the Bonereapers player rolls for the Winds of Death realmscape feature, they roll 6 dice instead of 1 dice. In the second battle round, they roll 3 dice instead of 1 dice. For each 6, they can pick 1 different enemy unit, and then roll a dice for each model in that unit. For each 5+, that unit suffers 1 mortal wound. From the third battle round, the Bonereapers player rolls for The Winds of Death normally.

GLORIOUS VICTORY

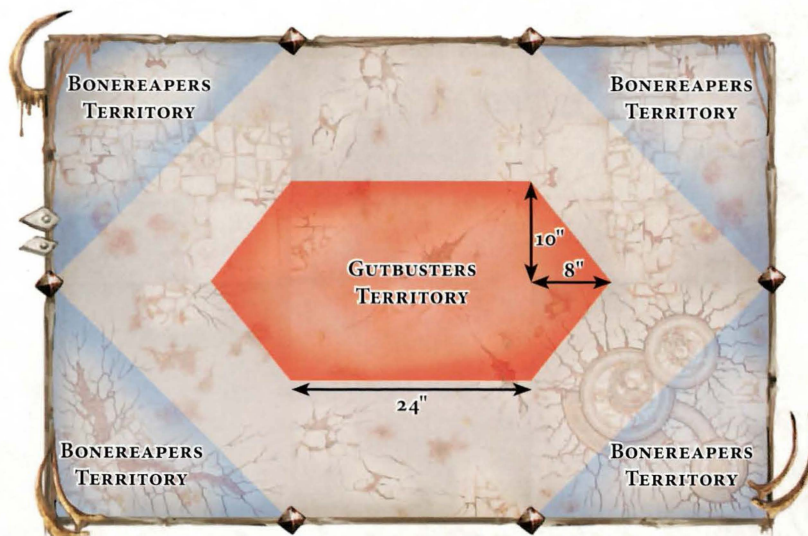
The battle ends at the end of the fourth battle round. To determine the winner, each player finds out their score by adding up the combined Wounds characteristics of all enemy models that were slain. Triple the value of the slain model if it is the Vokmortian or the Tyrant.

If the Gutbusters player's score is more than the Bonereapers score, then the Gutbuster player wins a **major victory**.

If the Bonereapers player's score is equal to or up to 50% greater than the Gutbusters player's score, then the Gutbusters player wins a **minor victory**.

If the Bonereapers player's score is more than 50% greater than the Gutbusters player's score, but not double the Gutbusters player's score, then the Bonereapers player wins a **minor victory**.

If the Bonereapers player's score is double or more the Gutbusters player's score, then the Bonereapers player wins a **major victory**.



A FINAL BURIAL

As the conflict between the Gutbusters and the Ossiarch Bonereapers of Cartoch grew ever more vicious, both sides plotted the ultimate defeat of their enemies. Vokmortian awaited reinforcements from the City of Dust, but Kin-eater planned to bury the Master of the Bone-tithe and his warriors beneath an avalanche of bone and ash.

Kagruk Kin-eater grasped the wound in his shoulder and growled in fury, swallowing the pain in a tide of rage. The spectral weapon had sunk deep, turning flesh and skin to spoiled black, and sending shivers of agony down his arm. Yet the cowardly undead wretches had not been able to lay the mighty Kin-eater low, oh no. He grinned fiercely as he remembered facing down those four-faced horrors. Tenderiser in one fist and glaive in the other, he had hacked and smashed the fiends into dust and sent the wretch Vokmortian fleeing back into the sands.

'No more games,' Kin-eater growled. 'This ends today. If it's bone that walking corpse desires, the Tarkan will give him all he asks for. We'll crush him and his rattling warriors beneath a mountain of the stuff.'

The Tyrant's Bully Boys roared in delight. The Ossiarch assault had caught the Tarkan unaware, and

many ogors had been slain. But that had only served to anger the survivors. They were eager to kill and crunch, to hack their undead foes apart and feast upon their remains.

'Remember the plan,' Kagruk Kin-eater said, hefting his beastskewer glaive and observing the advancing ranks of skeletal warriors as they strode through the Pass of Khmorak. Ahead, the ground descended into a cramped canyon, walls of stacked bones rising high on each side. The cliffs were buttressed by two great skulls, angular and predatory, their maws stuffed with yellowed fangs, each as large as a gargant. Two great death-titans had fallen in battle here, slumping to the ground to expire from their wounds and form the foundations of a great valley. Kin-eater could see the gleam of rank upon rank of spears advancing through the pass, and hear the relentless tread of the undead warriors.

'Draw them in close,' he went on. 'Between those skulls there. On my word, you blast those things with everything you've got. That'll bring the earth down around Nagash's whelps.'

There was a cheer of assent from his warriors, followed by the furious snarl of a rhinoxen as Grawlo kicked his mount into motion. The shaggy-furred beast lumbered forwards, hauling an immense cannon. The Ironblaster's grot loaders scampered and crawled about the gun-carriage, stuffing shells and scattershot into the maw of the blackpowder weapon.

'Let's give our food a proper welcome,' said Kin-eater. 'Fire!'

There was a thunderous blast, and a huge gout of flame spat from the mouth of the Ironblaster. Seconds later, a score of the advancing undead warriors were pulverised into dust.



BATTLEPLAN 3 BONESLIDE

ENDLESS BONEYARD

Use the Region of War rules from page 25. The realmscape feature for this battle must be Bonequake.

THE ARMIES

One player is the Bonereapers player and their opponent is the Gutbusters player. Their armies must consist of the following warscroll battalions:

Bonereapers Army: 1 Vokmortian's Retinue battalion (pg 32)

Gutbusters Army: 1 Kin-eater's Bully Boys battalion (pg 33)

THE BATTLEFIELD

Set up terrain as described in the core rules.

SET-UP

The Bonereapers player sets up their army first, wholly within their own territory. The Gutbusters player then sets up their army wholly within their own territory and more than 12" from the Bonereapers player's territory.

FIRST TURN

In this battle, the Bonereapers player must take the first turn in the first battle round.

BONECANYON WALL

The area marked on the map as the Bonecanyon Wall cannot be entered or moved across by any models – it is completely impassable, even for models that can fly.

TRIGGERING A BONESLIDE

The Gutbusters player can attempt to trigger a boneslide at the start of each battle round, before determining which player has the first turn.

To do so, the Gutbusters player rolls 2D6 for the left Bonecanyon Wall, and 2D6 for the right Bonecanyon Wall. If the roll is equal to or less than the combined Wounds characteristics of all Gutbusters models within 3" of that Bonecanyon Wall, then a boneslide has been triggered on that Bonecanyon Wall.

Each triggered boneslide takes place at the end of the battle round in which it was triggered. Any models

whose bases are fully or partially covered by the boneslide are slain, and from then on the boneslide area is treated as being part of the Bonecanyon Wall on that side of the battlefield.

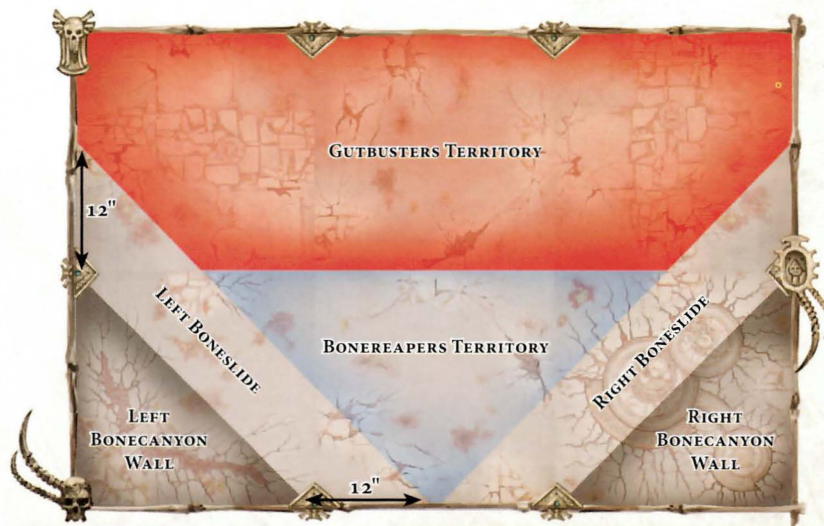
GLORIOUS VICTORY

The battle ends at the end of the fifth battle round. To determine the winner, each player finds out their score by adding up the combined Wounds characteristics of all enemy models that were slain.

If no boneslides have been triggered and the Bonereapers player's score is higher, then the Bonereapers player wins a **major victory**.

If both boneslides have been triggered and the Gutbusters player's score is higher, then the Gutbusters player wins a **major victory**.

In any other circumstances, the player with the higher score wins a **minor victory** (if the scores are tied, the game is a draw).



WARSCROLLS

This section includes new Ossiarch Bonereapers and Gutbusters warscrolls and warscroll battalions. Updated October 2019; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION

VOKMORTIAN'S RETINUE



As befitting a being who speaks with the full authority of Nagashizzar, Vokmortian travels with an elite retinue of bodyguards and retainers. The Master of the Bone-tithe selects only the finest warriors for this sacred duty, using his fearsome necromantic powers to restore animus to any that fall in his defence.

ORGANISATION

Vokmortian's Retinue consists of the following units:

- Vokmortian, Master of the Bone-tithe
- 1 unit of Morteck Guard
- 1 unit of Necropolis Stalkers
- 1 unit of Morghast Archai

ABILITIES

Eternal Duty: *Vokmortian, Master of the Bone-tithe, does not allow the warriors in his bodyguard to escape their duty for long.*

At the start of your hero phase, you can pick 1 unit from this battalion within 8" of the **VOKMORTIAN** from the same battalion. Return 1 slain model to that unit.

WARSCROLL BATTALION

KIN-EATER'S BULLY BOYS



Kagruk Kin-eater has assembled a thoroughly fearsome band of mercenaries to serve as his personal guard – the biggest, most sour-tempered and ravenous ogors in a warglutt not known for its sunny disposition. These Bully Boys will commit any horrible act and bludgeon any creature into bloody paste to earn their Tyrant's favour.

ORGANISATION

Kin-eater's Bully Boys consists of the following units:

- 1 Tyrant
- 1 unit of Ogor Gluttons
- 1 unit of Leadbelchers
- 1 Ironblaster

ABILITIES

Bully Boys: *The Bully Boys try extra hard to impress Tyrant Kin-eater whenever he is near.*

You can re-roll charge rolls for units from this battalion while they are wholly within 12" of the **TYRANT** from the same battalion.





• WARSCROLL •

TYRANT



The ferocious war-leaders of the Gutbuster wargluts, Tyrants are living mountains of iron and blubbery flesh. Despite their girth, they move with surprising speed, hacking their prey into bloody chunks for easier consumption.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ogor Pistols	12"	2	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Beastskewer Glaive	3"	2	3+	3+	-1	D3
Thundermace	1"	3	3+	3+	-2	3
Gulping Bite	1"	1	3+	3+	-	1

DESCRIPTION

A Tyrant is a single model armed with a Beastskewer Glaive, Thundermace, Gulping Bite and Ogor Pistols.

ABILITIES

Beastskewer Glaive: A Tyrant uses their beastskewer glaive to disembowel their foes.

If the unmodified hit roll for an attack made with a Beastskewer Glaive that targets a **HERO** or **MONSTER** is 6, the Beastskewer Glaive has a Damage characteristic of D6 instead of D3 for that attack.

Big Name: A Gutbuster Tyrant usually adopts a big name based upon their most renowned traits.

When you select this unit to be part of your army, you can choose or roll one of the following big names to apply to this model. Record this information on a piece of paper.

D6 Big Name

- 1 **Deathcheater:** An ogor that has escaped certain doom is seen as being blessed by Gorkamorka.

This model has a Wounds characteristic of 9 instead of 8.

- 2 **Brawlguts:** Combining brutish strength with devastating bulk, this ogor enters combat like an avalanche.

You can add 1 to wound rolls for attacks made by this model if it made a charge move in the same turn.

- 3 **Fateseeker:** This Tyrant has travelled far and wide across the Mortal Realms, and survived to tell the tale.

This model has a Save characteristic of 3+ instead of 4+.

- 4 **Longstrider:** An ogor with the big name Longstrider is capable of running down a sprinting rhinox.

This model has a Move characteristic of 8" instead of 6".

- 5 **Giantbreaker:** A Giantbreaker is adept at slaying especially large and notorious creatures.

Add 1 to the damage inflicted by this model's weapons when they are used for an attack that targets a **MONSTER**.

- 6 **Wallcrusher:** Some ogors are so strong that they can bludgeon their way through a castle wall.

You can re-roll 1 wound roll for 1 attack made with 1 melee weapon each time this model attacks. In addition, you can re-roll wound rolls for attacks made with melee weapons by this model that target a unit that is part of a garrison.

Thundermace: When brought down in an overhead smash, the resulting shock wave explodes outwards from the point of impact.

If the unmodified hit roll for an attack made with a Thundermace is 6, that attack inflicts 1 mortal wound in addition to any normal damage. If the target unit has more than 3 models, on an unmodified 6 that attack inflicts D3 mortal wounds instead of 1.

COMMAND ABILITY

Bully of the First Degree: Tyrants use abrupt violence to help them maintain an iron rule over their warglutt.

You can use this command ability in your hero phase. If you do so, pick 1 friendly **GUTBUSTERS** unit within 3" of a friendly model with this command ability. That unit suffers D3 mortal wounds, but you do not have to take battleshock tests for that unit for the rest of the battle.

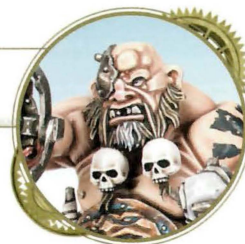
KEYWORDS DESTRUCTION, OGOR, GUTBUSTERS, HERO, TYRANT



Tyrants are hulking mountains of muscle and fat, bellicose warlords who leads their ogors in rampaging war parties across the land. Any foolish enough to stand against them are hacked apart and devoured in short order.



OGOR GLUTTONS



Ogor Gluttons are hulking, muscle-bound brutes driven entirely by an unending desire for food. They thunder into battle like an avalanche of sweaty flesh, taking great bites out of their foes even as they hack and tear with crude clubs and cleavers.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Club(s) or Blade(s)	1"	3	3+	3+	-	2
Gulping Bite	1"	1	3+	3+	-	1

DESCRIPTION

A unit of Ogor Gluttons has any number of models. The unit is armed with a Gulping Bite and one of the following weapon options: Club or Blade and Ironfist; or paired Clubs or Blades.

CRUSHER: 1 model in this unit can be a Crusher. Add 1 to the Attacks characteristic of that model's Club(s) or Blade(s).

BELLOWER: 1 in every 6 models in this unit can be a Bellower. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any Bellowers.

STANDARD BEARERS: 1 in every 6 models in this unit can be a Beast Skull Bearer, and 1 in every 6 models in this unit can be a Tribal Banner Bearer.

Beast Skull Bearer: You can re-roll charge rolls for this unit while it includes any Beast Skull Bearers.

Tribal Banner Bearer: Add 1 to the Bravery characteristic of this unit while it includes any Tribal Banner Bearers.

LOOKOUT GROT: Any Tribal Banner Bearers in this unit can have a Lookout Grot. Roll a dice each time you allocate a wound inflicted by a missile weapon to a unit that includes any Lookout Grots. On a 6, that wound is negated.

ABILITIES

Paired Clubs or Blades: *Most ogors agree that two weapons are better than one.*

If the unmodified hit roll for an attack made with paired Clubs or Blades is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Ironfist: *An ironfist is used to bat aside an opponent's attacks before punching them in the face.*

If the unmodified save roll for an attack made with a melee weapon that targets a unit armed with Ironfists is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

KEYWORDS DESTRUCTION, OGOR, GUTBUSTERS, OGOR GLUTTONS



• WARSCROLL •

IRONBLASTER

The most destructive blackpowder weapon deployed by the Gutbuster warglutts, the Ironblaster is an immense cannon that hurls solid shot into the heart of the enemy's ranks, blasting foes into scraps of charred meat.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ironblaster Cannon: Cannon Ball	24"	1	4+	2+	-2	D6
Ironblaster Cannon: Hail Shot	12"	6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gunner's Clubber	1"	3	3+	3+	-	2
Rhinox's Sharp Horns	1"	2	4+	3+	-1	D3
Scrapper's Jagged Blade	1"	2	5+	5+	-	1

DESCRIPTION

An Ironblaster is a single model armed with an Ironblaster Cannon, Gunner's Clubber, Rhinox's Sharp Horns and Scrapper's Jagged Blade.

ABILITIES

Lethal Payload: An Ironblaster's barrel can be filled with a single, massive cannon ball or stuffed with handfuls of deadly hail shot.

Before attacking with an Ironblaster Cannon, choose either the Cannon Ball or Hail Shot missile weapon characteristics for that shooting attack.

Rhinox Charge: A Rhinox's double-horned skull can inflict considerable damage when they charge into the foe.

Add 1 to the damage inflicted by attacks made with this model's Rhinox's Sharp Horns if this model made a charge move in the same turn.

KEYWORDS

DESTRUCTION, OGOR, RHINOX, GUTBUSTERS, IRONBLASTER



• WARSCROLL •

LEADBELCHERS

The blackpowder-obsessed gunners known as Leadbelchers lumber into battle, blasting away with their massive guns and utilising them as makeshift bludgeons should the foe be foolish enough to engage them in hand-to-hand combat.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Leadbelcher Gun	12"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bludgeoning Blow	1"	2	3+	3+	-1	2
Gulping Bite	1"	1	3+	3+	-	1

DESCRIPTION

A unit of Leadbelchers has any number of models, each armed with a Leadbelcher Gun, Bludgeoning Blow and Gulping Bite.

THUNDERFIST: 1 model in this unit can be a Thunderfist. Add 1 to the Attacks characteristic of that model's Bludgeoning Blow.

ABILITIES

Thunderous Blasts of Hot Metal: The salvos fired by Leadbelcher guns can blast a target apart.

This unit's Leadbelcher Guns have an Attacks characteristic of D6 instead of D3 if this unit did not make a move in the same turn.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTERS, LEADBELCHERS



• WARSCROLL •

VOKMORTIAN

MASTER OF THE BONE-TITHE



It is Vokmortian's task to oversee the harvesting of bones for the Ossiarch legions, a duty he undertakes with ruthless, calculating precision. Those who defy the will of the Great Necromancer are cut down with flesh-withering bolts of necromantic magic.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Death	12"	1	3+	2+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Retribution	2"	2	3+	3+	-1	D3

DESCRIPTION

Vokmortian, Master of the Bone-tithe is a named character that is a single model. He is armed with the Staff of Retribution and the Gaze of Death.

ABILITIES

Contract of Nagash: A contract of Nagash binds the signatory to Vokmortian's command.

At the start of the combat phase, roll a dice. On a 5+, you can pick 1 enemy model within 3" of **VOKMORTIAN**. That enemy model cannot attack **VOKMORTIAN** in that combat phase.

Grim Warnings: The heads of those that dared to disobey Vokmortian hang from his staff.

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this model, and subtract 1 from unbinding rolls for **WIZARDS** attempting to unbind a spell cast by this model. If an enemy general is slain within 3" of this model, for the rest of the battle subtract 2 from the Bravery of enemy units within 12" of this model instead of 1, and subtract 2 from unbinding rolls for **WIZARDS** attempting to unbind a spell cast by this model instead of 1.

MAGIC

Vokmortian is a **WIZARD**. He can attempt to cast 2 spells in your hero phase, and attempt to unbind 2 spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Mortal Touch spells.

Mortal Touch: Dark light surrounds the caster's fingers, and one touch means death.

Mortal Touch has a casting value of 8. If successfully cast, pick 1 enemy model within 1" of the caster that is visible to them and roll a dice. On a 5+, that model is slain. The range of this spell cannot be modified.

KEYWORDS DEATH, OSSIARCH BONEREAPERS, MORTIS PRAETORIANS, HERO, WIZARD, VOKMORTIAN



• WARSCROLL •

MORTEK GUARD



The Mortek Guard are soul-constructs created to dominate the battlefield. Armed with life-draining nadirite weapons and shaped from impenetrable, osseous armour, they grind the enemy to dust beneath their relentless march.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nadirite Blade	1"	2	3+	4+	-1	1
Nadirite Spear	2"	2	3+	4+	-	1
Soulcleaver Greatblade	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Mortek Guard has any number of models. The unit is armed with one of the following weapon options: Nadirite Blade and Shield; or Nadirite Spear and Shield. 1 in every 10 models can replace the unit's weapon option with a Soulcleaver Greatblade.

NECROPHOROS: 1 in every 10 models in this unit can be a Necrophoros. Add 1 to run and charge rolls for a unit that includes any Necrophoroi.

MORTEK HEKATOS: 1 model in this unit can be a Mortek Hekatos. Add 1 to the Attacks characteristic of that model's melee weapon.

ABILITIES

Nadirite Weapons: The blades of the Mortek Guard can steal an opponent's life-force.

If the unmodified hit roll for an attack made with this unit's Nadirite Blades or Nadirite Spears is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Shieldwall: At their leader's command, the regiment locks their shields to form an impenetrable barrier.

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly unit of **MORTEK GUARD** that has a Mortek Hekatos. You can re-roll save rolls for attacks that target that unit until the end of that combat phase.

KEYWORDS DEATH, OSSIARCH BONEREAPERS, MORTEK GUARD



Vokmortian, Master of the Bone-tithe, is the voice of Nagashizzar. Emissary and spellcaster both, he offers his enemies a simple choice: pay their due of worthy bones for the Ossiarch legions, or be utterly obliterated.

NECROPOLIS STALKERS

Four-armed horrors that possess the gestalt essence of master duellists, Necropolis Stalkers leap and spin into battle with terrifying speed, switching stance and form in the blink of an eye as they dismember their foes.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dread Falchions	1"	3	4+	3+	-2	2
Spirit Blades and Nadirite Daggers	1"	5	3+	3+	-1	1

DESCRIPTION

A unit of Necropolis Stalkers has any number of models, each armed with Spirit Blades and Nadirite Daggers. 1 in every 3 models can replace their Spirit Blades and Nadirite Daggers with Dread Falchions.

ABILITIES

Quadrarch Aspects: *Stalkers are imbued with a powerful skill by whichever of their four skulls faces the foe.*

At the start of each combat phase, you must pick one of the following aspects for this unit. The rule for that aspect applies to this unit until the end of that phase.

Blade-strike Aspect: You can re-roll hit rolls for attacks made by this unit.

Blade-parry Aspect: You can re-roll save rolls for attacks that target this unit.

Destroyer Aspect: You can re-roll wound rolls for attacks made by this unit.

Precision Aspect: Improve the Rend and Damage characteristics of this unit's melee weapons by 1.

COMMAND ABILITIES

Hunt and Kill: *Necropolis Stalkers have an unnatural ability to track and kill their quarry.*

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly unit of **NECROPOLIS STALKERS**. You can re-roll run and charge rolls for that unit until your next hero phase. In addition, until your next hero phase, when that unit makes a move, it can pass across terrain features in the same manner as a model that can fly.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, HEKATOS, NECROPOLIS STALKERS



MORGHAST ARCHAI

The Morghast Archai were crafted by Nagash himself to act as both personal guard and executioners. They soar into battle like omens of death, ignoring the feeble strikes and missiles that deflect from their soul-forged armour.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spirit Halberd	2"	3	3+	3+	-2	3
Spirit Swords	1"	5	3+	3+	-1	2

DESCRIPTION

A unit of Morghast Archai has any number of models. The unit is armed with one of the following weapon options: Spirit Halberd; or Spirit Swords.

FLY: This unit can fly.

ABILITIES

Heralds of the Accursed One: *The knowledge that the Morghasts are heralds of Nagash fills their foes with fear.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly **MORGHASTS**.

Ebon-wrought Armour: *The magically forged armour worn by Morghast Archai can turn aside arcane attacks.*

Each time you allocate a mortal wound to this unit, roll a dice. On a 5+, that mortal wound is negated.

KEYWORDS

DEATH, MORGHAST, DEATHLORDS, OSSIARCH BONEREAPERS, HEKATOS, MORGHAST ARCHAI

PITCHED BATTLE PROFILES

The table below provides points for the warscroll battalions in this book, for use in Pitched Battles. For the Pitched Battle profiles for the other warscrolls in this booklet, see *Battletome: Ossiarch Bonereapers* and *Battletome: Ogor Mawtribes*. Updated October 2019; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

FEAST OF BONES BATTALION	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Vokmortian's Retinue	-	-	120	Warscroll Battalion	
Kin-eater's Bully Boys	-	-	120	Warscroll Battalion	



*'The realms quake beneath the
tread of my legions. Our enemies
prostrate themselves before us, or else
are obliterated. Let all mortalkind
understand the ineffable truth - their
time is at an end, and with their passing
shall the dead inherit all things.'*

- Katakros the Undefeated,
Mortarch of the Necropolis

