

# WARHAMMER® BLACKSCROLL



# CRYPT SCAVENGERS



**BATTLESCROLL  
CRYPT  
SCAVENGERS**

**INTRODUCTION**



# BATTLESCROLLS

Battlescrolls allow you to add unique battlefield formations to your games of Warhammer. Each Battlescroll lists the units that make up the formation, and the special rules that apply to them in order to represent the fighting qualities that they possess. The following rules describe how you can use Battlescrolls in your games of Warhammer.

## BATTLESCROLL FORMATIONS

When you choose an army, you can take one or more Battlescroll formations as part of your army. The Battlescroll will tell you what units you need to take in order to field the formation, and what, if any, extra options or restrictions apply to the units that make it up. The army list entries for each unit in the formation (the units' profiles, points values, unit size, options, special rules, battlefield role etc.) can be found in the army book for the unit in question.

## FORMATION SPECIAL RULES

Each formation includes one or more special rules associated with the units that make up that formation. The special rules for a formation only apply to the units that make it up (even if there are other units of the same type in your army).

## ALLIED FORMATIONS

Formations do not have to be chosen from the same army book as the rest of your army. If you decide to do this, then formations made up of units from different army books follow the rules for Allied Armies on pages 136-139 of the *Warhammer* rulebook.

## FORMATION POINTS VALUES

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the formation. Occasionally a formation will require that you pay extra points in order to use it. In this case, the cost of the formation is the total cost of the units plus any extra points the Battlescroll specifies you have to pay.

The points value of the units in the formation count against the total points allowed for your army, but are not included when working out the percentage of points spent on different categories of unit. For example, a formation with 500 points worth of models would count as 500 points towards the total number of points allowed for your army, but would not count towards the number of points spent on lords, heroes, core units, special units or rare units in your army.

If you wish, you can field an army made up exclusively of formations chosen from Battlescrolls. If you choose to do this, then you do not have to spend 25% of the points for your army on core units, and you do not have to select a model as the General if the formations that you use do not include any character models.





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**BACKGROUND**

# CRYPT SCAVENGERS



*The fog didn't help, admittedly. It wasn't much good being a night watchman if you couldn't actually see anything.*

*It was all right to boast about being a talented soldier in a tavern, but out here, in the cold of night, with the fog closing in and talk of unnatural beasts clamouring at the railings of this graveyard, Valik wasn't feeling quite so bold. Not that he'd admit it to the others on duty. It was that fog that disturbed him the most, because it didn't seem a natural occurrence. That he saw the occasional swirling face within the mists was something he tried to convince himself was down to that strong ale he'd been drinking earlier that afternoon.*

*What's more, Valik had his doubts about the priest's wards. Valik had no skills in such matters, but the old man seemed evasive to the few questions put to him by the night watchmen. How strong are they? How long can they hold off fiends? Have they been tested against vampires? Nothing that sounded trustworthy came from the priest's mouth – nothing reassuring, at least.*

*Every time Valik heard a clank he reached for his sword. That reaction wasn't because of his fear, of course. No, definitely not fear. He was just doing his job and preparing for the worst. If something came at him he'd be ready for it, ready to chop its head clean off.*

*'Vampires,' someone muttered. It was Grull – now he was clearly frightened, judging by that look on his face. There were five of them on guard that night and no one laughed at the banter – if this was banter.*

*'That a warning or a joke?' Valik replied.*

*'No, they're here.' Grull was gesturing with the tip of his blade to the railings on the north side of the garden, beyond the mausoleum and next to the main gates to Morr's sanctuary.*

*'Can't see further than that tombstone,' Valik said, peering into the gloom. 'What makes you so sure it's vampires?'*

*A pair of glowing eyes. No sooner had Valik seen it himself than it vanished again.*

*'I said what makes you so sure?'*

*Grull never replied – not coherently anyway. From out of his stomach came the spearheaded end of an iron railing. Blood pooled on the floor and bubbled up from his mouth. Suddenly, Grull rose through the air, lifted with a supernatural force, and behind him stood one of the most hideous sights Valik had ever seen. It was massive and hunched, with spines protruding from its back and bones jutting out of its stretched flesh. The creature threw Grull's ruined body to the ground and hauled*

*out the iron pole. Appalled, Valik watched the thing chew the innards that had become caught on the tip of the weapon. Around it swarmed smaller creatures, just as vile in their own way. They buried their faces within Grull's open torso to feast upon his innards.*

*Valik swallowed. He'd be damned if the same thing was going to happen to him, and damned if those creatures were going to get to the graves. With his blade raised, he screamed his defiance and charged directly at the fiend.*



Crypt Scavengers are despicable creatures that serve the Vampire Counts. These grisly minions ransack burial grounds and Gardens of Morr throughout the Old World, pilfering corpses from them on behalf of their undead masters. Debasing the resting places of some of the Empire's most glorious citizens and soldiers, the foul packs of Crypt Scavengers have tormented mankind for centuries.

The bulk of what makes up a pack of Crypt Scavengers are the malformed beasts known as Crypt Ghouls. Clawed and cannibalistic beings, they are ever tempted by the lures of Dark Magic. Their bestial ancestors were driven deep underground long ago, and the Crypt Ghouls now prowl catacombs and mausoleums for flesh to satisfy their dark appetite. Only the vileness of the Crypt Horrors outmatches that of Crypt Ghouls. These substantially larger creatures have supped from the veins of a reckless Vampire master, and as a result have transformed into beasts that are considerably more muscular and frenzied than their lesser kin. Whilst upon their raids, Crypt Horrors use shattered railings and even tombstones to smash and bludgeon any who seek to strike them down. They are among the most odious beings of the Old World.

These two packs of hideous creatures are directed by the morbid whims of a Necromancer, a man who has studied the dark arts of necromancy and who is well versed in the lore of the dead. When such a sorcerer is united with these bestial beings, they are capable of all manner of foul practices. A Vampire will often bid Crypt Scavengers to tread into places that they cannot reach themselves, such as those most important of burial grounds known as Gardens of Morr.



# THE GARDEN OF MORR

The Gardens of Morr are sacred sites dedicated to Morr, the God of the Dead. Found in almost every settlement in the Old World, these gloomy tombstone-lined sanctuaries are filled with ancient statues, dusty crypts, and lichen-blighted mausoleums, all of which are enclosed within skull-encrusted iron railings. Under Morr's protection, his gated burial ground forms the resting place for many of the noblest and bravest warriors of the Old World. It is from here that they may embark upon their final journey to meet the God of Dead in the afterlife.

Of course, such ethereal transitions are viewed by the Vampire Counts as a shameful waste. This is because a graveyard of such fine corpses, many of which may be clasping sacred and magical trinkets in the stillness of death, represents a fine stock of potential undead. These corpses are a morbid treasure waiting to be ripped from Morr's grasp, ready to be put to all manner of purposes by the Vampire Counts.

Given the reputations of those resting within the garden's iron boundary, the guardians of these resting places do not yield their corpses easily. Arcane wards, sacred sigils and the righteous utterances of a Priest of Morr may be enough to prevent the undead from harvesting the bodies contained within. In addition to this, night watchmen guard against intrusions to this place of rest. They peer out into the murky gloom, ever vigilant of the ghostly horrors that may intrude upon on Morr's morbid business.

While such magics frustrate Vampires and deny them access to the Gardens of Morr, these arcane wards and items prove somewhat ineffective against the Crypt Scavengers. The simple reason for this is that the Crypt Ghouls and Horrors are neither fully dead, nor are they entirely living beings. Though bestial and cannibalistic things, the Ghouls are cowardly abominations and are therefore unlikely to attack a sacred burial ground on their own. However, when accompanied by Crypt Horrors and a Necromancer knowledgeable in Dark Magic, they become a formidable and sinister force. When they approach one of the Gardens of Morr, these resting places are no longer safe. Even a brave night watchman will discover that his dread-shredded nerves are the least of his problems when such creatures test the resilience of the garden's iron boundaries.



## RESPASSING ON THE BURIAL GROUNDS

When the Crypt Scavengers are bidden to attack one of the Gardens of Morr by their Vampire master, there is very little that can prevent the burial ground's dead inhabitants from

ultimately becoming the blood drinker's undead servants. The worst fear of a Priest of Morr, it is a sight of pure horror and carnage that has been enacted on countless occasions across the length and breadth of the Empire.

Once Crypt Horrors sniff out and destroy the magical wards barring their entry to a Garden of Morr, a tide of foul Ghouls is then free to run amok and violate the sanctuary. Sentries are hauled down and torn up by the rampant Ghouls, who feast upon this fresh flesh before turning their attention towards what lies beneath the untilled ground. While these creatures grasp at flagstones and claw at the rancid earth, Necromancers commence their invocations in order to reanimate the dead. Having consulted heavy tomes of forbidden lore, the dark sorcerers soon send up swirls of sinister sorceries. Any Priests of Morr who have not yet become a snack for the Ghouls are stricken with rapid wasting or find themselves ageing decades in a matter of seconds. Sent into a frenzy by the presence of Dark Magic, the Ghouls themselves may become more extreme in their feasting, splattering the flagstones with gouts of their victim's blood.

And soon enough, the ground begins to stir from beneath. Reanimated hands push mounds of earth aside and grasp the air. Before the night has passed, the Necromancer resurrects dozens of shambling, lurching undead minions. These once-glorious warriors, whose decayed forms are still garbed in their rusting armour, and whose withered fingers still clutch potent weaponry, proceed to march out of the iron gates. Within their mindless groaning comes an utterance of submission to their new Vampire masters.



**BATTLESCROLL  
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**TIMELINE**

# TIMELINE

## 2059-2063

In the aftermath of a minor battle within the Great Mountains, the Necromancer Hessel the Vanquisher scours the fresh burial grounds for mostly intact Empire soldiers. He uses these first undead warriors to initiate years of constant war in the region. Each battle provides ever more Empire corpses for his growing retinue of Ghouls and Horrors to feast upon. A substantial force that marches out of Kislev finally brings him down.

## 2212

After the Yellow Plague strikes Stirland, the county's burial grounds become choked with bloated corpses, many of which are brave soldiers from The Order of the Raven Knights. The Vampire Auvrel Blakeep sends a cohort of Crypt Scavengers to resurrect their corpses from the Garden of Morr in Siegfriedhof. However, Blakeep is denied his due, the graves are later found to be empty, and neither the knights nor the Crypt Scavengers are ever seen again.

## 2245

In a Garden of Morr in Wissenland, the spells of the Necromancer Bogdan Mallesh go badly wrong. To his horror he discovers that the graves have long since been empty, and in their place a Priest of Morr has set warded traps. Mallesh's spells trigger these wards, and the dark practitioner and his minions become imprisoned forever within one of the ancient mausoleums. To this day none dare enter the garden.

## 2380

The Necromancer Fenryl Xandu and his ghoulish servants penetrate nearly all the Gardens of Morr along the southern borders of the Empire. He creates a spell in each one so that, on the very next Geheimnisnacht, every corpse rises up in a shambling wave of horror. The following year is known as the Year of the Dead. The armies of the Empire are forced to fight skirmishes in every town in order to defeat the corpse uprising.

## 2450

Rumours abound in the taverns of Kislev concerning a large horde of zombies that is encroaching into the country's borderlands. Captain Bulkar musters a large force in order to investigate. However, they arrive to be confronted with the dead of their own countrymen – and Bulkar faces his own deceased brother, thought peacefully buried and safe in the company of Morr. Their ensuing uncertainty and unease is enough to see the powerful Vampire Vikkir Rakkash cast his minions forward with great success. Before the sun has set, the two armies are united in undeath.



*Fenryl Xandu watched his minions within the garden. They were so incredibly loud, he thought. There was certainly no finesse to what these creatures were doing – thrusting poles through the stomachs of soldiers and smashing in their skulls with fragments of tombstones. It certainly was no art like necromancy. Still, they*

managed to clear the way so that Xandu could do his work.

Xandu watched them for some time from the corner of the garden. Amidst the frenzy of the fighting, he was as still as a statue. He moved only when a soldier stumbled too close to him. Xandu would trip them up with the end of his staff and skewer them with his blade. He was always careful how he killed them for, when he brought them back to life a little later, they would be far more effective undead soldiers if they were mostly intact. When the Crypt Horrors had finished with a body, having crushed skulls and ripped their bodies to shreds, there was very little even someone as skilled as Xandu could do to make much use of the remains. No, a quick jab of a blade through some vital organ, and Xandu would have them up and shambling to war in no time.

Eventually, the melee diminished into the death cry of one last soldier. Once that man had become stilled, Xandu walked over to the centre of the burial ground. He hauled up the mighty tome that was fixed to his waist and rested it atop a tombstone. Whilst humming a tuneless lament, he carefully turned the thick pages of the book over until he came across the correct spell.

As he had done time and time again, he quietly whispered the ancient, forbidden words. Utterly focused on the cadence of the syntax – for a slight mispronunciation could have devastating consequences – he worked his way slowly through the entirety of the Invocation of the Rising Moon.

Within an instant of his finishing, a roiling cloud of purple smoke billowed in and across the Garden of Morr. No sooner had it come than it vanished, seeping into the very earth beneath his feet.

He could hear them then, long before anyone else would be able to – the moans of the undead coming back to life, the shock of finding themselves barely conscious. The spell naturally gave the undead a desire to break from their subterranean imprisonment, so within a few heartbeats the zombies began to claw upwards. Presently the ground itself sifted, the little eddies of soil drifting back and forth. Rotten bone-hands lurched free of the surface and clasped the air.

A smile came to Fenryl Xandu's aged lips. Slowly he gestured to the gates of the Garden and, in unison, a dozen figures began to climb from their graves. In varying states of decay, and with different loathsome colours of the Empire, they materialised. Some of the corpses of the recently killed had been animated too, their faces bloody, some skewered on their own weapons. One without a head, but even he would have his use.

Figure by shambling figure, the living dead advanced out of Morr's prison, ready to do Xandu's bidding.



*'It is a common mistake to believe death marks an end, for it is merely another journey.'*

*The steps of those who walk this path can easily be retraced, but such adventurers may see many disturbing sights on the way, and will not be the same upon their return.'*

- The Book of Graves

*'You needn't worry about me killing you, soldier, for I'll soon bring you back in one piece. I cannot, however, vouch for the quality of my associates' handiwork.'*

- Hessel the Vanquisher



**BATTLESCROLL  
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**RULES**

# BATTLESCROLLS

Battle Scrolls are formations of units that enable you to use special rules when you include them in your army. The Battle Scroll will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Battle Scroll. The game information for each unit in the Battle Scroll (the units' profiles, points values, unit types etc.) can be found in those units' army books, whilst any additional special rules that apply to the units will be listed on the Battle Scroll itself. Note that the special rules for a Battle Scroll only apply to the units that make it up (even if there are other units of the same type in your army).

## USING BATTLESCROLLS

Battle Scrolls can be used in any game of Warhammer. When you choose an army, you can take a Battle Scroll as part of your army, provided you have the right models in your collection. You can take any number of Battle Scrolls in your army, regardless of how many units make it up.

## BATTLESCROLL POINTS COSTS

Battle Scrolls do not usually include a points value; just add up the points value of the individual units and options to find out the total points value for the Battle Scroll. Occasionally a Battle Scroll will require that you pay extra points in order to use it. In this case, the cost of the Battle Scroll is the total cost of the units plus any extra points the Battle Scroll specifies you have to pay.



## BATTLESCROLL: CRYPT SCAVENGERS



### Army and Battlefield Role

Crypt Scavengers are a formation that is considered to be part of an army chosen from *Warhammer: Vampire Counts*.

Crypt Scavengers consist of the following units from *Warhammer: Vampire Counts*:

- 1 Necromancer
- 1 unit of Crypt Horrors
- 1 unit of Crypt Ghouls
- 1 Garden of Morr

### Options and Restrictions

The unit of Crypt Ghouls must have at least twenty models.

### Special Rules

**Garden of Morr:** A Vampire Counts player with one or more Crypt Scavengers Battle Scrolls in his army can always place an additional Garden of Morr on the battlefield. This is done during deployment, before any units are deployed, and must be placed wholly in your half of

the battlefield. If you cannot fit the Garden of Morr on your half of the table, move other terrain features by the shortest distance necessary so that the Garden of Morr can be placed. If you still cannot place the Garden of Morr, or if the scenario means that the Vampire Counts army does not have a table half in which to deploy, this additional Garden of Morr is not used in this battle.

If a Vampire Counts army includes a Crypt Scavengers Battle Scroll, then all Gardens of Morr on the battlefield have the following special rules:

**Domain of the Dead:** All units within 6" of a Garden of Morr (or any terrain element of it) that do not have the Undead or Nehekharan Undead special rule suffer a -1 penalty to their Leadership. In addition, all units with the Undead or Nehekharan Undead special rule (friend or foe) have the Regeneration (6+) special rule whilst within 6" of a Garden of Morr.

**Fresh Corpses to Eat:** The following units (friend or foe) re-roll failed Regeneration rolls whilst they are within 6" of a Garden of Morr (or any terrain element of it): Crypt Horrors, Crypt Haunters, Varghulfs, Terrorgheists and Strigoi Ghouls Kings.

**Heavy with Death:** All Wizards (friend or foe) within 6" of a Garden of Morr (or any terrain element of it) roll 2 additional D6 when Channelling power dice if they know any spells from either the Lore of Death or the Lore of the Vampires.



|             |   |    |    |   |   |   |           |   |    |
|-------------|---|----|----|---|---|---|-----------|---|----|
| NECROMANCER |   |    |    |   |   |   | 65 Points |   |    |
| Profile     | M | WS | BS | S | T | W | I         | A | LD |
| Necromancer | 4 | 3  | 3  | 3 | 3 | 2 | 3         | 1 | 7  |

**Troop Type:** Infantry (Character)

**Magic:** Necromancers are Wizards who use the Lore of the Vampires or the Lore of Death.

**Special Rules:**

Undead

**Options:**

May be upgraded to a Level 2 Wizard **35 points**

May be mounted on one of the following:

- Nightmare (see *Warhammer: Vampire Counts*) **15 points**

- Corpse Cart (The Necromancer replaces the Corpsemaster.) (see *Warhammer: Vampire Counts*) **90 points**

May take magic items up to a total of **50 points**

Either one Master Necromancer or Necromancer in your army may take the Master of the Dead upgrade **20 points**



| CRYPT HORRORS |   |    |    | 38 points per model |   |   |   |   |    |
|---------------|---|----|----|---------------------|---|---|---|---|----|
| Profile       | M | WS | BS | S                   | T | W | I | A | LD |
| Crypt Horror  | 6 | 3  | 0  | 4                   | 5 | 3 | 2 | 3 | 5  |
| Crypt Haunter | 6 | 3  | 0  | 4                   | 5 | 3 | 2 | 4 | 5  |

**Troop Type:** Monstrous Infantry

**Special Rules:**

Poisoned Attacks

Regeneration (5+)

Undead.

**Options:**

May upgrade one Crypt Horror to a Crypt Haunter **10 points**



| CRYPT GHOULS |  |  |  | 10 points per model |    |    |   |   |   |   |   |    |
|--------------|--|--|--|---------------------|----|----|---|---|---|---|---|----|
| Profile      |  |  |  | M                   | WS | BS | S | T | W | I | A | LD |
| Crypt Ghoul  |  |  |  | 4                   | 3  | 0  | 3 | 4 | 1 | 3 | 2 | 5  |
| Crypt Ghast  |  |  |  | 4                   | 3  | 0  | 3 | 4 | 1 | 3 | 3 | 5  |

**Troop Type:** Infantry

**Special Rules:**

Poisoned Attacks

Undead.

**Options:**

May upgrade one Crypt Ghoul to a Crypt Ghast **10 points**



**BATTLESCROLL  
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**GLOSSARY**



# GLOSSARY

## CHARACTER

The character special rules are described on page 96 of the *Warhammer* rulebook.

## DOMAIN OF THE DEAD

All units within 6" of a Garden of Morr (or any terrain element of it) that do not have the Undead or Nehekharan Undead special rule suffer a -1 penalty to their Leadership. In addition, all units with the Undead or Nehekharan Undead special rule (friend or foe) have the Regeneration (6+) special rule whilst within 6" of a Garden of Morr.

## FRESH CORPSES TO EAT

The following units (friend or foe) re-roll failed Regeneration rolls whilst they are within 6" of a Garden of Morr (or any terrain element of it): Crypt Horrors, Crypt Haunters, Varghulfs, Terrorgheists and Strigoi Ghoul Kings.

## HEAVY WITH DEATH

All Wizards (friend or foe) within 6" of a Garden of Morr (or any terrain element of it) roll 2 additional D6 when Channelling power dice if they know any spells from either the Lore of Death or the Lore of the Vampires.

## INFANTRY

The Infantry troop type is described on page 80 of the *Warhammer* rulebook.

## LORE OF DEATH

See *Warhammer* rulebook

## LORE OF THE VAMPIRES

### The Curse of Undeath (Lore Attribute)

As the powers of Dark Magic are wielded to the purpose of necromancy, its unwholesome energies animate and invigorate the Undead.

When a spell from the Lore of the Vampires is successfully cast, the Wizard (or another friendly model within 12") instantly recovers a single Wound lost earlier in the battle.

### Invocation of Nehek Cast on 6+

(Signature Spell)

The caster intones the dread syllables handed down from Nagash himself, breathing unlife into the cadavers strewn across the battlefield.

Invocation of Nehek is an augment spell that targets all friendly Undead units within 6". The

target units immediately regain a number of Wounds as follows: infantry gain D6 plus the caster's Wizard level in Wounds (roll for each unit); other troop types targeted gain 1 plus the caster's Wizard level in Wounds. However, units with the Vampiric, Ethereal or Large Target special rules can never regain more than 1 Wound per successful casting. Wounds gained are distributed as described in Resurrecting Fallen Warriors. The Wizard can choose to target all friendly Undead units within 12". If he does so, the casting value is increased to 12+. Alternatively, he can choose to target all friendly Undead units within 18". If he does so, the casting value is increased to 18+.

### **1. Vanhel's Danse Macabre Cast on 6+**

The Undead are filled with magical energy that causes them to jerk forwards on the attack with tireless and unnatural speed.

Vanhel's Danse Macabre is an augment spell that targets a friendly Undead unit within 12". The target unit re-rolls failed To Hit rolls in close combat until the start of the caster's next Magic phase. In addition, if the target unit is unengaged, it can immediately make a move of up to 8" in the same way as a normal move made in the Remaining Moves sub-phase. The Wizard can choose to have this spell target all friendly Undead units within 12". If he does so, the casting value is increased to 12+.

### **2. Hellish Vigour Cast on 8+**

The caster invigorates the creatures under his control, who attack the foe with new-found speed and ferocity.

Hellish Vigour is an augment spell that targets a friendly Undead unit within 12". The unit re-rolls failed To Wound rolls in Close Combat until the start of the caster's next Magic phase. The Wizard can choose to have this spell target all friendly Undead units within 12". If he does so, the casting value is increased to 16+.

### **3. Gaze of Nagash Cast on 9+**

Bolts of Dark Magic leap from the caster's eyes, withering flesh and blackening the bone beneath.

Gaze of Nagash is a magic missile with a range of 24" that causes 2D6 Strength 4 hits. The Wizard can choose to extend the range to 48". If he does so, the casting value is increased to 12+.

### **4. Raise Dead Cast on 9+**

One skilled in the art of necromancy can awaken mortal remains to reinforce the Undead legions under his control.

Raise Dead is a special type of spell with a range of 18" that brings a brand new unit of Zombies into play. Choose a point on the battlefield – that point need not lie in the caster's line of sight or forward arc. Next, roll 2D6+3. This is how many models comprise the new unit. The caster can choose to summon 2D6+3 Skeleton Warriors instead. If he does so, the casting value is increased to 14+.

When placing this unit, it must be wholly within the spell's range and at least 1" away from all units, buildings and impassable terrain. It can be placed facing any direction, and in any

legal formation, so long as the unit's front rank contains at least five models. This unit does not have any upgrades or command models. Units summoned by this spell cannot be dispelled, and do not award victory points under any circumstances. Finally, if a summoned unit cannot be placed because there is not enough room, the unit does not enter play at all, though the spell's lore attribute may still apply.

### **5. Curse of Years Cast on 12+**

The Wizard spits out an ancient curse and his enemies age at an incredible rate, hair turning white and skin shrivelling.

Remains in Play. Curse of Years is a hex spell with a range of 18". When cast, roll a D6 for every model in the target unit – on a score of 6 the model suffers a Wound. At the end of the next Magic phase, roll again for each model in the unit, they will suffer a Wound on a 5+, and so on, to a maximum of 2+. No armour saves are allowed against Wounds caused by Curse of Years.

### **6. Wind of Death Cast on 15+**

The Wizard calls forth spectral winds that howl through the ranks of the foe, tearing their souls from their bodies.

Remains in play. Wind of Death is a magical vortex that uses the small round template. Once the template is placed, the player then nominates the direction in which the Wind of Death will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by 3. Any unit beneath or passed over by the template takes D6 Strength 3 hits for each rank of models in the unit with no armour saves allowed (a single model or a unit with only a single rank that is passed over by the Wind of Death template suffers D6 Strength 3 hits with no saves allowed). If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice and a D6. The template moves a number of inches equal to the roll of the D6, in the direction indicated by the scatter dice. If a Hit! is rolled, use the small arrow on the Hit! symbol. In either event, in subsequent turns, the Wind of Death will move a number of inches determined by rolling an artillery dice, in a random direction determined by rolling a scatter dice. If a misfire is rolled in subsequent turns, the Wind of Death dissipates and is removed. The caster may choose to infuse the Wind of Death with more power so that it uses the large round template and its Strength is increased to 4 instead. If he does so, the casting value is 25+.

## **MAGIC ITEMS**

These items can be taken in addition to the magic items listed in the *Warhammer* rulebook.

### **Nightshroud**

#### **40 points**

Ensorcelled in pitch darkness in the heart of Castle Drachenfels, the Nightshroud owes more to the otherworld than to reality. Originally fashioned from the death-raiments of King Pharatohep, the Nightshroud has since been soaked in the blood of sorcerers and witches. The aura of gloom that clings to it is so strong it can physically manifest, lashing out with shadowy tendrils that grapple with all those who would strike the wearer.

Magic Armour (Necromancers can wear the Nightshroud). The Nightshroud adds +1 to the bearer's armour save. Furthermore, enemy models in base contact with the wearer lose all Strength bonuses conferred from normal and magical weapons, and have the Always Strikes Last special rule.

### **Rod of Flaming Death**

#### **40 points**

The eye sockets of the skull atop this ages-old rod glow bright with magical fire, and its jaws clatter and gnash constantly. It contains a spell of fiery destruction that takes the shape of a shrieking skull. When the skull detonates upon its targets, thick tendrils of greenblack flame swirl around them, turning everything they touch to ash.

Enchanted Item. Bound Spell (Power Level 3). If cast successfully, this item casts a magic missile with a range of 18" that inflicts D6 Strength 4 hits with the Flaming Attacks special rule. Any unit taking one or more unsaved Wounds from this spell must immediately take a Panic test. Furthermore, if the target unit moves for any reason during its next turn, every model in the unit suffers an immediate Strength 4 hit with the Flaming Attacks special rule, after which the spell's effects end. If the unit does not move the spell ends at the start of the caster's next Magic phase.

### **Staff of Damnation**

#### **40 points**

This gnarled stave has been carved from the blackened heartwood of the Hangman's Tree. Decorated with the bones of murderers and soaked in the blood of the traitorous Necromancer Ulbrecht Thrice-Cursed, the Staff of Damnation contains a powerful spell that fills nearby Undead with a frantic vitality.

Arcane Item. Bound Spell (Power Level 4). If cast successfully, this item casts an augment spell. All friendly Undead units (and their mounts) within 6" of the bearer gain the Extra Attack special rule until the start of the bearer's next Magic phase.

### **The Cursed Book**

#### **35 points**

This tome was written by the mad Necromancer Har-ak-Iman, said to be the most depraved man to have ever lived. His vileness radiates from the Cursed Book, draining life and energy from all living beings. Each page contains a powerful curse that can cripple and demoralise those nearby, though once read, they fade from sight until the light of Morrslieb is cast upon them.

Arcane Item. At the beginning of the bearer's Magic phase, the bearer may choose to sacrifice D3 power dice from the pool. If he does so, roll a D6 on the following chart. Assuming there is a viable target for the indicated spell, that spell is automatically cast at its minimum casting value, requiring no power dice. A dispel attempt can be made as normal. If you don't have the requisite number of dice to sacrifice, then you lose what dice you have and the book has no effect this turn. Note that this item may allow you to cast a Remains in Play spell you have already cast with the same Wizard in this Magic phase, in which case you are free to target any enemy unit with the duplicate spell as normal, including a unit that has already been affected by the spell, in which case the effects are cumulative.

## **D6 Spell Cast**

- 1 Melkoth's Mystifying Miasma (Lore of Shadow)
- 2 The Enfeebling Foe (Lore of Shadow)
- 3 The Withering (Lore of Shadow)
- 4 Soulblight (Lore of Death)
- 5 Doom and Darkness (Lore of Death)
- 6 Curse of the Midnight Wind (Lore of Heavens)

## **Book of Arkhan**

### **25 points**

This terrible book is said to have belonged to the infamous Arkhan the Black, greatest of Nagash's disciples. During the long years of his tutelage, Arkhan kept extensive notes on his reviled experiments within the pages of this tome, and it is said that he still searches for it to this day. When its words are intoned, nearby Undead move with a vigour that defies belief.

Arcane Item. Bound Spell (Power Level 3). This item casts the Vanhel's Danse Macabre spell (see Lore of the Vampires).

## **MASTER OF THE DEAD**

The Necromancer is able to use the Invocation of Nehek spell to increase units of Skeleton Warriors beyond their starting size.

### **Invocation of Nehek**

Invocation of Nehek is an augment spell that targets all friendly Undead units within 6". The target units immediately regain a number of Wounds as follows: infantry gain D6 plus the caster's Wizard level in Wounds (roll for each unit); other troop types targeted gain 1 plus the caster's Wizard level in Wounds. However, units with the Vampiric, Ethereal or Large Target special rules can never regain more than 1 Wound per successful casting. Wounds gained are distributed as described in Resurrecting Fallen Warriors. The Wizard can choose to target all friendly Undead units within 12". If he does so, the casting value is increased to 12+. Alternatively, he can choose to target all friendly Undead units within 18". If he does so, the casting value is increased to 18+.

## **MONSTROUS INFANTRY**

The monstrous infantry troop type is described on page 81 of the *Warhammer* rulebook.

## **POISONED ATTACKS**

A model with the Poisoned Attacks special rule wounds his target automatically if his natural dice roll to hit is a 6. Armour saves are modified by the Strength of the attack as normal. Note that if a Poisoned shooting attack needs to roll a 7 or more to hit, or hits automatically, then the Poisoned attacks rule does not come into play. Unless otherwise stated, a model with this special rule has both Poisoned shooting and close combat attacks. Any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding, whether they be shooting or close combat attacks.

# REGENERATION

A model with the Regeneration special rule is permitted a special regenerate saving throw after it has failed any armour save it may have, instead of taking a ward save (if it has one). If a model has both a ward save and Regeneration, you must choose which save is used. To take a regeneration save, roll a D6. On a 1-3, the wound affects the model normally, even its incredible constitution has not prevented this injury. On a 4-6, the damaged flesh regrows, leaving not even so much as a scar to indicate the injury was ever there – the wound is discounted, exactly as if it had been saved by other means. Whilst the type of regeneration described above is the most common form, some creatures do have a lesser or greater chance to regenerate. Where this is the case, the score required to regenerate will be shown in brackets after the special rule, e.g. Regeneration (5+) would indicate that the model had the Regeneration rule, but that it only worked on a 5+, whilst Regeneration (2+) would mean that the creature would pass its regeneration save on a 2 or more! Wounds caused by Flaming Attacks (as described earlier in this section) cannot be regenerated, and if a unit is wounded by a Flaming Attack it loses the Regeneration rule for the remainder of the phase (it can be used later in the turn, though – it just takes a short time for the Regeneration to overcome the flames).

# UNDEAD

All units with the Undead special rule are Unbreakable, Unstable and cause Fear, as described in the *Warhammer* rulebook. In addition, units with the Undead special rule cannot make march moves unless they are within 12" of the army General (or have the Vampiric special rule), in which case they can march as usual. Lastly, when a unit with the Undead special rule is charged, it can only elect to hold.





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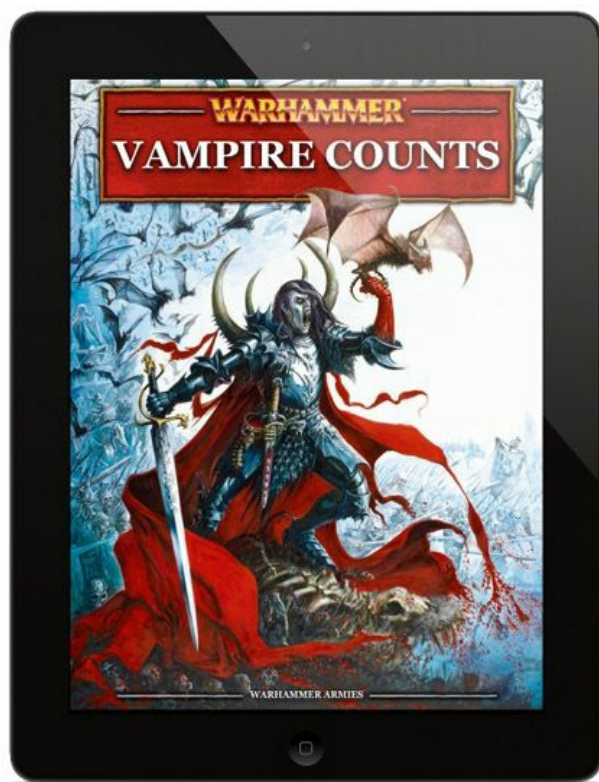
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