



# BATTLETOME: SOULBLIGHT GRAVELORDS

## DESIGNERS' COMMENTARY, OCTOBER 2022

The following commentary is intended to complement *Battletome: Soulblight Gravelords*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

**Q:** *Can I use the Deathly Invocation battle trait with each of my HEROES or only with 1 HERO?*

**A:** With each **HERO**.

**Q:** *Does the 'The Newly Dead' ability on the Deadwalker Zombies warscroll apply to mortal wounds that are inflicted by the unit?*

**A:** Yes.

**Q:** *If a Mortis Engine receives the Unleash Hell command, which unit(s) can be targeted by its Wail of the Damned?*

**A:** Only the unit that made the charge move can be targeted, and only if it is within range of the Mortis Engine's Wail of the Damned.

**Q:** *Can Nagash use his 'Supreme Lord of the Undead' ability to re-roll one or more dice when using an ability that requires you to roll a dice for each slain model in the unit, such as the 'Rally' command ability or the Deathrattle Skeletons' 'Skeleton Legion' ability?*

**A:** No.

**Q:** *Can Nagash use his 'Supreme Lord of the Undead' ability to add 1 to the number of slain models that are returned to a unit when using an ability that requires you to roll a dice for each slain model in the unit, for example the 'Rally' command ability or the Deathrattle Skeletons' 'Skeleton Legion' ability?*

**A:** Yes.

**Q:** *Can Nagash use his 'Supreme Lord of the Undead' ability to add 1 to the number of slain models that are returned to a unit even if the ability used did not successfully return any slain models to the unit?*

**A:** Yes.

**Q:** *Some abilities (such as 'Invocation of Nagash') can either heal or return slain models to a unit. If I use that ability to heal, will Nagash's 'Supreme Lord of the Undead' ability still trigger?*

**A:** No.

## ERRATA, OCTOBER 2022

The following errata correct errors in *Battletome: Soulblight Gravelords*. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

**Page 72** – Battle Traits, Supreme Lord of the Undead  
Delete this battle trait.

**Page 73** – Battle Traits, The Unquiet Dead  
Add the following to the end of the first paragraph:  
'If both players can set up gravesites at the same time, or if one player can set up faction terrain features at the same time as the other player can set up gravesites, they must roll off, and the winner chooses who sets up their faction terrain features or gravesites first.'

**Page 73** – Battle Traits, Endless Legions  
Change the rule text to:  
'At the end of the battleshock phase, count the number of enemy units that were destroyed during that turn and roll a dice, adding the number of destroyed enemy units to the roll. On a 5+, you can pick 1 friendly **SOULBLIGHT GRAVELORDS SUMMONABLE DEADWALKERS** or **SOULBLIGHT GRAVELORDS SUMMONABLE DEATHRATTLE** unit in your army that has been destroyed. If you do so, a new replacement unit with half the number of models in the unit that was destroyed (rounding up) is added to your army. Set up that unit wholly within 12" of a gravesite and more than 9" from all enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.'

**Page 77** – Artefacts of Power, Morbheg's Claw  
Change the last sentence to:  
'However, the bearer cannot make a normal move, run, retreat, make a charge move, shoot or fight until your next hero phase.'

**Page 78** – Command Traits, Hunter's Snare  
Add the following to the end of the rule:  
'This general does not receive any further modification to this number for being a **MONSTER** or having a Wounds characteristic of 5 or more.'

**Page 80** – Battle Traits, Might of the Crimson Keep  
Change the first sentence to:  
'Each time the damage inflicted by an attack made with a melee weapon used by a friendly **KASTELAI DYNASTY VAMPIRE** unit destroys an enemy unit, that friendly unit gains the relevant ability below for the rest of the battle.'

**Page 82** – Battle Traits, Cursed Abominations  
Delete the second rules paragraph and add the following to the start of the first rules paragraph:  
'Cursed Abominations are unique enhancements.'

**Page 84** – Spell Lore

Delete the sentence that reads:

‘In addition, you can choose or roll for 1 spell from one of the following tables for each **WIZARD** in a Soulblight Gravelords army.’

**Page 84** – Lore of the Vampires

Change the caveat under the table header to:

‘**NAGASH** and **VAMPIRE WIZARDS** (including Unique units) only.’

**Page 84** – Spell Lore, Vile Transference

Change the rule to:

‘Vile Transference is a spell that has a casting value of 7. If successfully cast, pick 1 enemy unit within 3" of the caster that is visible to them. Roll a number of dice equal to that enemy unit's Wounds characteristic. For each 6, that unit suffers 1 mortal wound and you can heal 1 wound allocated to the caster.’

**Page 85** – Lore of the Deathmages

Change the caveat under the table header to:

‘**NAGASH**, **MORTARCHS** and **DEATHMAGES WIZARDS** (including Unique units) only.’

**Page 85** – Lore of the Deathmages, Spectral Grasp

Change the rule to:

‘Spectral Grasp has a casting value of 6. If successfully cast, pick 1 terrain feature wholly within 18" of the caster that is visible to them. Until your next hero phase, if an enemy unit starts a normal move within 3" of that terrain feature, halve the Move characteristic (rounding down) of that unit until your next hero phase.’

**Page 88-91** – Path to Glory

These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a ‘classic’ Path to Glory campaign, or you can use the rules from the Core Book to run a ‘modern’ Path to Glory campaign.

**Page 98** – Nagash, Supreme Lord of the Undead

Replace this warscroll with the one in this document.

**Page 104** – Command Abilities, A Queen Amongst Monsters

Change the first two sentences of the rule to:

‘This model can issue this command at the start of your hero phase. If it does so, pick 1 enemy unit that is visible to this model.’

**Page 105** – Command Abilities, Festering Feast

Change the rule to:

‘This model can issue this command at the end of the combat phase. The command can only be received by a friendly **SOULBLIGHT GRAVELORDS** unit that made any attacks in that phase that destroyed any enemy units. You can heal up to D6 wounds allocated to that **SOULBLIGHT GRAVELORDS** unit.’

**Page 106** – Belladamma, Pack Alpha

Change the final sentence of the rule to:

‘Until your next hero phase, that unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.’

**Page 107** – Kritza, Scurrying Retreat

Change the rule to:

‘At the end of your movement phase, if this model has been slain, roll a dice. On a 4+, you can set up this model anywhere on the battlefield more than 9" from all enemy units, with all wounds allocated to it removed.’

**Page 120** – Deadwalker Zombies, The Newly Dead

Add the following to the end of the rule:

‘Models that are added to this unit must be set up within 1" of a model in this unit. They can only be set up within 3" of an enemy unit if a model in this unit is already within 3" of that enemy unit. Models added to this unit using this ability can take it above its maximum size.’

**Page 124** – Wight King and Wight King on Skeletal Steed, Lord of Bones

Change the first sentence of the rule to:

‘You can use this command ability at the start of the combat phase.’

**Page 128** – Pitched Battle profiles

Replace the merged profiles for Radukar's Court with the following individual profiles for each of the units in the Court:

SOULBLIGHT GRAVELORDS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Radukar the Wolf	1	1	150	Leader	Single, Unique. Cannot be included in the same army as Radukar the Beast.
Gorslav the Gravekeeper	1	1	75	Leader	Single, Unique
Torgilius the Chamberlain	1	1	115	Leader	Single, Unique
Watch Captain Halgrim	1	1	80	Leader	Single, Unique
Kosargi Nightguard	2	4	95		
Vargskyr	1	1	115		Single
Vyrkos Blood-born	3	6	125		

**Designer's Note:** *You no longer have to take all of these units as a set and can take each of them individually.*

WARSCROLL  
**NAGASH**  
 SUPREME LORD OF THE UNDEAD



Nagash is the Great Necromancer, Supreme Lord of the Undead and master of all that passes beyond the mortal coil. He is nothing less than an evil-hearted god, and those who earn his displeasure are soon turned to dust upon the wind.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Nagash	12"	1	3+	2+	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alakanash	3"	4	3+	3+	-3	D6
Zefet-nebtar	2"	☀	3+	4+	-2	3
Spectral Claws and Daggers	1"	6	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	The Nine Books of Nagash	Zefet-nebtar	Staff of Power
0-6	Cast and unbind 5 extra spells	6	+3 cast /+3 unbind or dispel
7-9	Cast and unbind 3 extra spells	4	+3 cast /+2 unbind or dispel
10-12	Cast and unbind 2 extra spells	3	+2 cast /+1 unbind or dispel
13+	Cast and unbind 1 extra spells	2	+1 cast /+1 unbind or dispel

*Nagash is armed with Alakanash, Zefet-nebtar and Gaze of Nagash.*

**WIZARD:** This unit can attempt to cast 3 spells in your hero phase and attempt to unbind 3 spells in the enemy hero phase. If this unit is part of a Nighthaunt, Flesh-eater Courts, Ossiarch Bonereapers or Soulbright Gravelords army, it knows all of the spells from the spell lores in that faction's allegiance abilities in addition to the other spells it knows.

**WARMASTER:** This unit can be included in a Nighthaunt, Flesh-eater Courts, Ossiarch Bonereapers or Soulbright Gravelords army. If it is, it is treated as a general even if it is not the model picked to be the army's general. In addition, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

**FLY:** This unit can fly.

**COMPANION:** This unit is accompanied by a host of spirits armed with Spectral Claws and Daggers.

**Alakanash, the Staff of Power:** *This staff is capped with gems of purest Shyishan realmstone.*

Add the Staff of Power value shown on this unit's damage table to casting, dispelling and unbinding rolls for this unit. In addition, this unit can attempt to cast Arcane Bolt any number of times in the same hero phase, even if another **WIZARD** has already attempted to cast the spell in that phase.

**The Nine Books of Nagash:** *Nagash has committed to memory much of his vast library but carries nine of the most potent tomes with him at all times.*

The Nine Books of Nagash allow this unit to cast extra spells in your hero phase and unbind extra spells in the enemy hero phase. The number of extra spells this unit can attempt to cast or unbind is shown on this unit's damage table.

**Invocation of Nagash:** *With but a thought, Nagash can call forth fresh minions to assail his foes.*

At the start of your hero phase, if this unit is on the battlefield, you can pick up to 5 different friendly **SUMMONABLE** units or friendly **OSSIARCH BONEREAPERS** units in any combination. For each of those units, you can either heal up to 3 wounds that have been allocated to that unit or, if no wounds have been allocated to it, you can return a number of slain models to that unit that have a combined Wounds characteristic of 3 or less.

**Morikhane:** *This ensorcelled armour protects Nagash from arcane as well as physical attacks and can even cause an intense magical backlash on those who dare strike him.*

This unit has a ward of 4+ for damage inflicted by mortal wounds. In addition, if the unmodified ward roll for this unit is 6, that attacking unit suffers 1 mortal wound.

**Supreme Lord of the Undead:** *Nagash is the undisputed master of all undead creatures.*

If this unit is on the battlefield when you use an ability that returns slain models to a friendly **DEATH** unit, you can either re-roll the dice that determines the number of slain models returned to

that unit or add 1 to the number of slain models that are returned to that unit.

**Death Magic Incarnate:** *Nagash stands at the apex of the necromantic hierarchy.*

You can use this command ability if this unit is on the battlefield at the start of the combat phase. The unit that receives this command must be a different friendly **DEATH** unit. Add 1 to ward rolls for that unit until the end of that phase.

**Hand of Dust:** *It is said that the touch of Nagash can wither and age any mortal, turning them to little more than a pile of dusty bones in mere moments.*

Hand of Dust is a spell that has a casting value of 8 and a range of 3". If successfully cast, pick 1 enemy model within range and visible to the caster. Then, take a dice and hide it in one of your hands or under one of two appropriate containers. Your opponent must pick one of your hands or containers. If they pick the one holding the dice, the spell has no effect. If they pick the empty hand or container, the enemy model is slain.

**Soul Stealer:** *Nagash can siphon souls from the living to heal his own wounds.*

Soul Stealer is a spell that has a casting value of 6 and a range of 24". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll 2D6. If the roll is greater than that unit's Bravery characteristic, it suffers D3 mortal wounds. If the roll is at least double that unit's Bravery characteristic, it suffers D6 mortal wounds instead. You can heal up to 1 wound that has been allocated to the caster for each mortal wound caused by this spell that is not negated.

**KEYWORDS** DEATH, DEATHLORDS, HERO, MONSTER, WIZARD, NAGASH