



When the Ghurish city of Sentarion was swallowed by the Gnarlwood, King Velmorn sought to defeat the monstrous trees using the Tyrant's Crown. Yet the sorcerous relic cursed him to a hateful unlife, though his will remains formidable.

## WARSCROLL KING MORLAK VELMORN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleful Tomb Blade	1"	5	3+	3+	-1	2

*King Morlak Velmorn is armed with a Baleful Tomb Blade.*

**Beheading Strike:** A *Wight King's blade* is leaden with dire curses that can snuff out life with a single cut.

If the unmodified hit roll for an attack made with a Baleful Tomb Blade is 6, that attack causes 2 mortal wounds to the target in addition to any damage it inflicts.

**Deadly Command:** King Morlak holds unquestioned command over his four sons, wielding them almost as extensions of himself.

Once per turn, this unit can issue a command to a friendly **THE SONS OF VELMORN** unit without a command point being spent.

**Undying Dynasty:** Empowered by the cursed crown upon his brow, King Velmorn ensures that his sons have no reprieve from service in his name.

At the start of the combat phase, roll a dice for each slain model from a friendly **THE SONS OF VELMORN** unit wholly within 12" of this unit. On a 4+, you can return 1 slain model to that unit.

### KEYWORDS

DEATH, SOULBLIGHT GRAVELORDS, DEATHRATTLE, HERO, WIGHT KING, KING MORLAK VELMORN



When Velmorn placed the Tyrant's Crown upon his head, his loyal sons were slain by a surge of death magic and resurrected as wights. Filled with bitterness, they are nevertheless bound to serve their father for all eternity.

## WARSCROLL THE SONS OF VELMORN

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

*The models in The Sons of Velmorn are Marshal Faulk Velmorn, Sir Jedran Falseborn, Helmar the Hewer and Thain Fourth-and-Last. Marshal Faulk Velmorn is armed with a Wight Blade. Sir Jedran Falseborn is armed with a Great Tomb Blade. Helmar the Hewer is armed with a Wight Axe. Thain Fourth-and-Last is armed with a Great Wight Blade.*

**SIR JEDRAN FALSEBORN:** Sir Jedran Falseborn has a Wounds characteristic of 4.

**Cursed Weapons:** The Grave Guard's blades carry dire curses that can sever a stricken enemy's soul from their body.

If the unmodified wound roll for an attack made with a melee weapon by this unit is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

**Shield Up!** At their father's rasped command, the Sons of Velmorn lock their shields to form an impenetrable wall.

Once per turn, at the start of the combat phase, you can say that this unit will form a shieldwall. If you do so, this unit has a Save characteristic of 3+ instead of 4+ until the end of that phase. However, if you do so, this unit cannot make pile-in moves in that phase.

**Canny Strike:** Thain has a habit of swinging his greatblade low to wrongfoot overzealous foes, a useful practice that allows his brothers to seize the opportunity to strike.

At the start of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that unit cannot make pile-in moves in that phase.

### KEYWORDS

DEATH, SOULBLIGHT GRAVELORDS, DEATHRATTLE, GRAVE GUARD, THE SONS OF VELMORN

### SOULBLIGHT GRAVELORDS

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
King Morlak Velmorn	1	220	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
The Sons of Velmorn	4			