

SKELETON WARRIORS

When a Deathrattle king sends out the call to war, his skeletal thralls respond in their endless multitudes, arming themselves with ancient, pitted weapons and grasping battered shields. These revenant warriors fight in total silence, butchering the foe without rage, hatred or mercy for as long as their master wills it.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Blade	1"	1	4+	4+	-	1
Ancient Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Skeleton Warriors has 10 or more models. Some units are equipped with Ancient Blades, whilst others go to war with Ancient Spears. Units of Skeleton Warriors also carry battered Crypt Shields for protection.

SKELETON CHAMPION

The leader of this unit is a Skeleton Champion. Add 1 to the Attacks characteristic of a Skeleton Champion's Ancient Blade or Ancient Spear.

STANDARD BEARER

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

HORNBLOWER

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

ABILITIES

Serve in Death: Add 1 to hit rolls for Skeleton Warriors units that are within 18" of any friendly **DEATH HEROES**.

Skeleton Legion: Add 1 to the Attacks characteristic of this unit's melee weapons if it has 20 or more models. Add 2 instead if it has 30 or more models.

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