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WARSCROLL

NAGASH, SUPREME LORD OF THE UNDEAD

Nagash is the God of Death, immortal and ancient beyond mortal reckoning. When the Great Necromancer takes to the battlefield, the earth writhes as scores of undead warriors crawl forth from the grave to serve their eternal master. As his minions advance, Nagash sends tempests of pure death magic roaring through the ranks of his foes, tearing the very souls from their mortal frames.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Nagash		12"	1	3+	2+	-1	D6
MELLE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Alakanash		3"	1	3+	2+	-3	D6
Zefet-nebtar		2"	•	3+	3+	-2	3
Spirits' Spectral Claws and Daggers		1"	6	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	The Nine Books of Nagash	Zefet-nebtar	Alakanash
0-3	Cast and unbind 5 extra spells	6	+3 cast /+3 unbind
4-6	Cast and unbind 4 extra spells	5	+3 cast /+2 unbind
7-10	Cast and unbind 3 extra spells	4	+2 cast /+2 unbind
11-13	Cast and unbind 2 extra spells	3	+2 cast /+1 unbind
14+	Cast and unbind 1 extra spell	2	+1 cast /+1 unbind

DESCRIPTION

Nagash is a single model. He fights with Zefet-nebtar, the Morikbane, and is protected by the black plates of Morikbane, his magical suit of armour. Around him swirl the Nine Books of Nagash, and in one hand he holds Alakanash, the Staff of Power. Even his deathly Gaze can strike down the most powerful of foes. Nagash is accompanied by a host of spirits that fight with Spirits' Spectral Claws and Daggers.

FLY

Nagash can fly.

ABILITIES

The Staff of Power: Add Alakanash's modifier (listed in the damage table above) to casting and unbinding rolls for Nagash.

Frightful Touch: Each time you make a hit roll of 6+ for the Spirits' Spectral Claws and Daggers, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

Morikbane: Each time a mortal wound is allocated to Nagash, roll a dice. On a 4+ the mortal wound is negated. On a 6+ the attacking unit also suffers a mortal wound.

The Nine Books of Nagash: The Nine Books of Nagash allow him to cast extra spells in your hero phase, and unbind extra spells in the enemy hero phase. The number of extra spells he can attempt to cast or unbind is shown on the damage table above.

Deathly Invocation: At the start of your hero phase, pick up to 5 different friendly **SUMMONABLE** units on the battlefield. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

Death Magic Incarnate: You can re-roll any of the D3 rolls when using Nagash's Deathly Invocation ability (above).

MAGIC

Nagash is a **WIZARD**. He can attempt to cast three spells in your hero phase, and attempt to unbind three spells in the enemy hero phase. In addition, he can attempt to cast or unbind extra spells with the Nine Books of Nagash. He knows the Arcane Bolt, Mystic Shield, Hand of Dust and Soul Stealer spells, as well as any spells known by other **DEATH WIZARDS** on the battlefield.

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 has a casting value of 8. If successfully cast, pick an enemy model within 3" of the caster. Then, take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, the spell has no effect. If they pick the empty hand, the enemy model is slain.

SOUL STEALER

Soul Stealer has a casting value of 6. If successfully cast, pick an enemy unit within 24" of the caster that is visible to them and roll two dice. If the total is greater than that unit's Bravery characteristic, it suffers D3 mortal wounds. If the total is at least double the unit's Bravery, it suffers D6 mortal wounds instead. For each mortal wound inflicted on the target, heal 1 wound that has been allocated to the caster.

COMMAND ABILITY

Supreme Lord of Death: If Nagash uses this ability, then until your next hero phase you can re-roll hit and save rolls of 1 for all friendly **DEATH** units. In addition, do not take battleshock tests for **DEATH** units affected by this ability.

KEYWORDS

DEATH, DEATHLORDS, MONSTER, HERO, PRIEST, WIZARD, NAGASH



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