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- CHOOSE THE VARIANT YOU WANT TO BUILD
- CHOISISSEZ LA VARIANTE À ASSEMBLER · ELIGE QUÉ VERSIÓN QUIERES MONTAR
- WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST
- SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

DARRAKAR

GUARDIAN OF SOULS

WITH NIGHTMARE LANTERN



WITH MORTALITY GLASS



CITADEL

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· READ THIS FIRST · À LIRE EN PREMIER
· LEER ANTES DE MONTAR · LIES DIES ZUERST
· LEGGI PRIMA QUESTO

ENG BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.

FRE AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.

SPA POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.

GER VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN. Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.

ITA PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

• EXPLANATION OF SYMBOLS · EXPLICATION DES SYMBOLES
• EXPLICACIÓN DE SÍMBOLOS
• ERLÄUTERUNG DER SYMBOLE · LEGENDA DEI SIMBOLI



- Variant assembly
- Variante d'assemblage
- Variante de montaje
- Bauvariante
- Assemblaggio alternativo



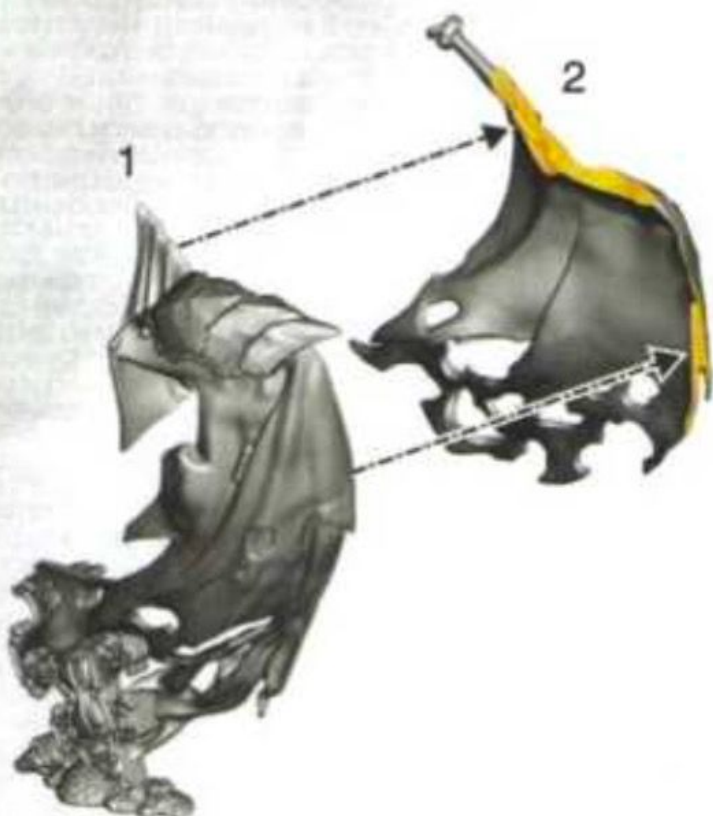
- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



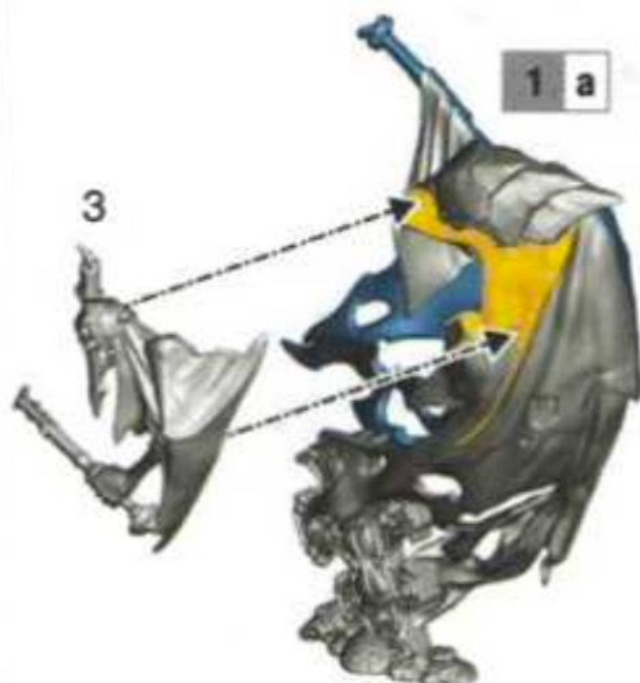
- Stage complete
- Étape terminée
- Paso completado
- Schritt abgeschlossen
- Fase completa

1 GUARDIAN OF SOULS WITH NIGHTMARE LANTERN

1 a



1 b



1 C



WITH MORTALITY GLASS



GUARDIAN OF SOULS

WITH NIGHTMARE LANTERN



BASE CERAMITE WHITE

TECHNICAL HEXWRAITH FLAME

LAYER MOOT GREEN

EDGE DORN YELLOW

BASE WARPLOCK BRONZE

LAYER BRASS SCORPION

LAYER HASHUT COPPER

LAYER RUNEFANG STEEL

BASE MECHANICUS STANDARD GREY

SHADE NULN OIL

LAYER DAWNSTONE

LAYER ADMINISTRATUM GREY

BASE DRYAD BARK

SHADE DRUCHII VIOLET

LAYER DOOMBULL BROWN

LAYER USHARTI BONE

BASE DEEPKIN FLESH

TECHNICAL NIGHTHAUNT GLOOM

LAYER IONRACH SKIN

EDGE WHITE SCAR





GUARDIAN OF SOULS WITH MORTALITY GLASS

A Guardian of Souls protects that which rightfully belongs to Nagash. When gifted a mortality glass, a Guardian can bend time, using the device to slow foes to a nightmarish crawl, or channelling the power to grant unnatural speed.

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Chill Blade	1"	3	3+	3+	-1	1
Maul of Judgement	1"	2	3+	3+	-	2

DESCRIPTION

A Guardian of Souls with Mortality Glass is a single model armed with a Chill Blade or Maul of Judgement.

FLY: This model can fly.

ABILITIES

Ethereal: *Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.

Mortality Glass:

The grave-sand of Shyish pours through this baroque hourglass, the fell enchantments bound within it able to slow the actions of others to a virtual standstill.

When enemy units within 9" of this model charge, roll a D6 instead of 2D6 when determining the distance they can move.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Temporal Translocation spells.

Temporal Translocation:

The power of a Mortality Glass' enchantments can be inverted through dark sorcery, enabling the localised passing of time to occur in the blink of an eye.

Temporal Translocation has a casting value of 6. If successfully cast, pick a friendly **NIGHTHAUNT** unit wholly within 24" of the caster. You can make a normal move of up to 6" with that unit. If that unit retreats as part of this move, it can still charge later in the same turn.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, WIZARD, GUARDIAN OF SOULS



GUARDIAN OF SOULS WITH NIGHTMARE LANTERN

A Guardian of Souls keeps vigil over the dead whilst driving those around them to the heights of malice. When one of these sorcerous spectres goes to war, hundreds of the living dead are drawn to their lantern's flame from leagues around.

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Chill Blade	1"	3	3+	3+	-1	1
Maul of Judgement	1"	2	3+	3+	-	2

DESCRIPTION

A Guardian of Souls with Nightmare Lantern is a single model armed with a Chill Blade or Maul of Judgement.

FLY: This model can fly.

ABILITIES

Ethereal: *Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.

Nightmare Lantern: *The cursed light of Nagashizzar bound within a nightmare lantern invigorates the dark souls of any Nighthaunts it illuminates.*

Add 1 to wound rolls for attacks made with melee weapons used by friendly **NIGHTHAUNT** units that are wholly within 12" of this model.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Spectral Lure spells.

Spectral Lure: *Channelling the unholy light of his nightmare lantern, the Guardian summons forth the spirits of the dead.*

Spectral Lure has a casting value of 6. If successfully cast, pick a friendly **SUMMONABLE NIGHTHAUNT** unit wholly within 24" of the caster. You can either heal D6 wounds that have been allocated to that unit or, if no wounds have been allocated to the unit, you can return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D6.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, WIZARD, GUARDIAN OF SOULS