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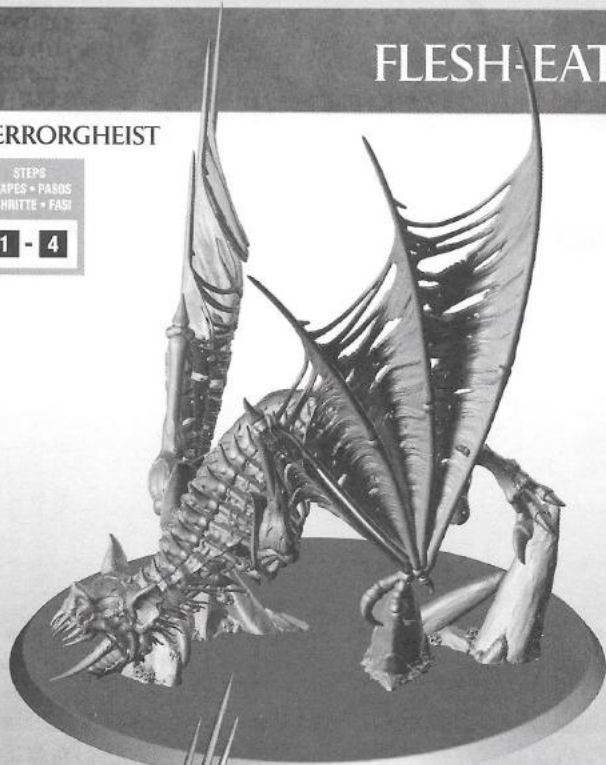
CHOOSE THE VARIANT YOU WANT TO BUILD • CHOISISSEZ LA VARIANTE À ASSEMBLER • ELIGE QUÉ VERSIÓN QUIERES MONTAR
WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST • SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

FLESH-EATER COURTS

TERRORGHEIST

STEPS
ÉTAPES • PASOS
SCHRIITTE • FASI

1 - 4



ABHORRANT GHOUL KING ON TERRORGHEIST

STEPS
ÉTAPES • PASOS
SCHRIITTE • FASI

1 - 5



ZOMBIE DRAGON

STEPS
ÉTAPES • PASOS
SCHRIITTE • FASI

1
6 - 8



ABHORRANT GHOUL KING

STEPS
ÉTAPES • PASOS
SCHRIITTE • FASI

10



ABHORRANT GHOUL KING ON ZOMBIE DRAGON

STEPS
ÉTAPES • PASOS
SCHRITTE • FASI

1

6 - 9



SOULBLIGHT

VAMPIRE LORD ON ZOMBIE DRAGON

STEPS
ÉTAPES • PASOS
SCHRITTE • FASI

1

6 - 8

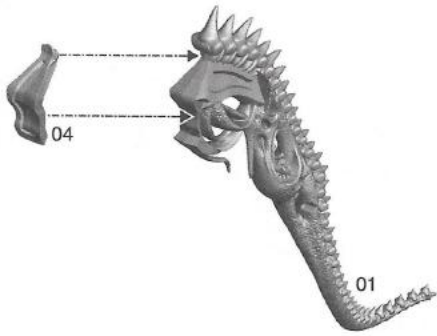
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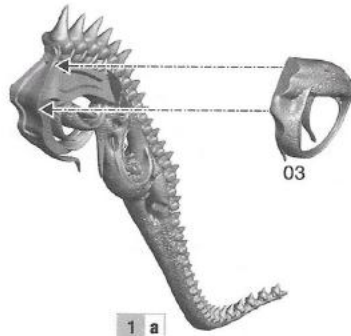


Follow step 1 for all variants • Suivre les étapes 1 pour toutes les variantes • Sigue el paso 1 para todas las variantes
 Folge Schritt 1 für alle Varianten • Segui la fase 1 per tutte le varianti

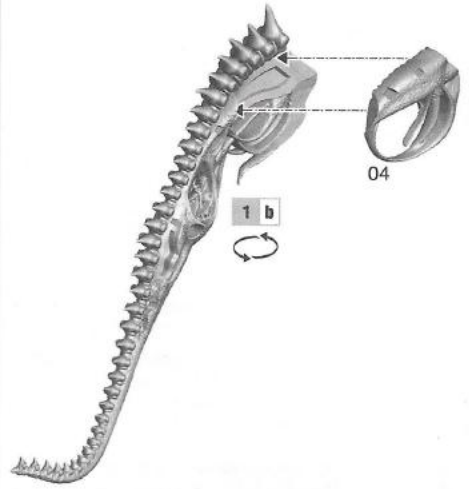
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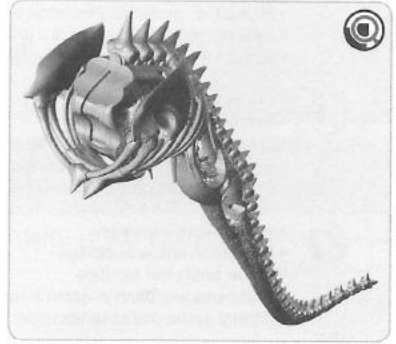
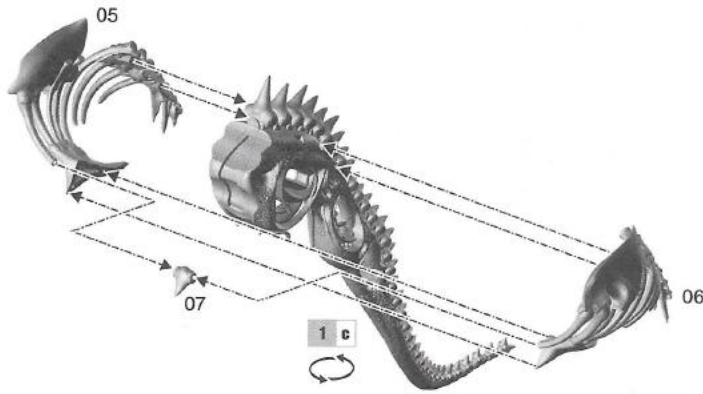
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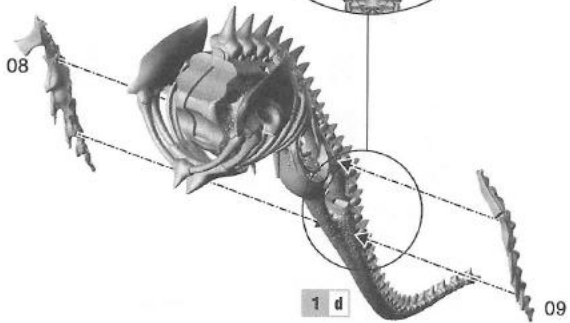
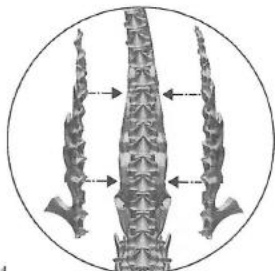
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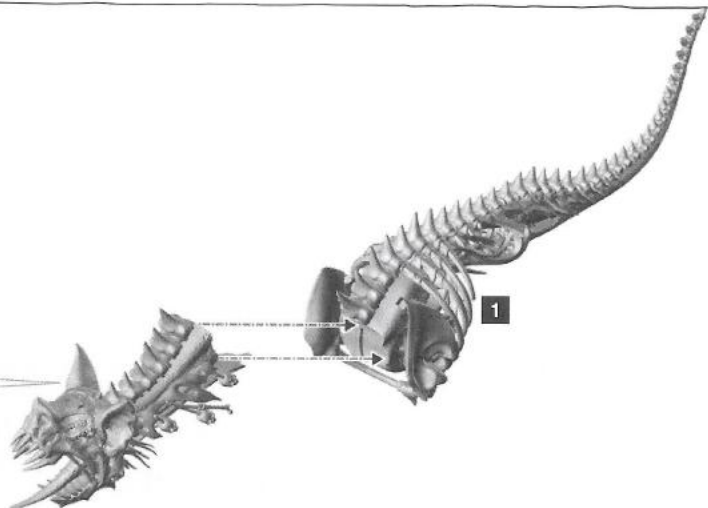
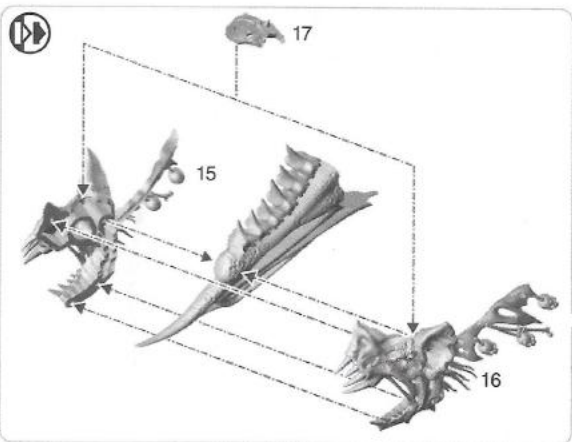
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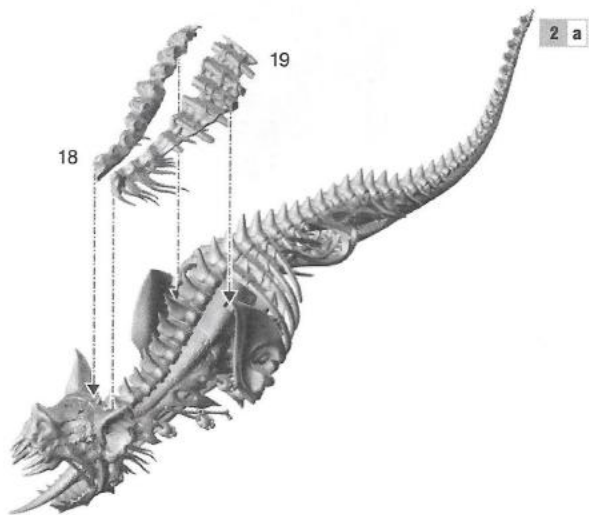
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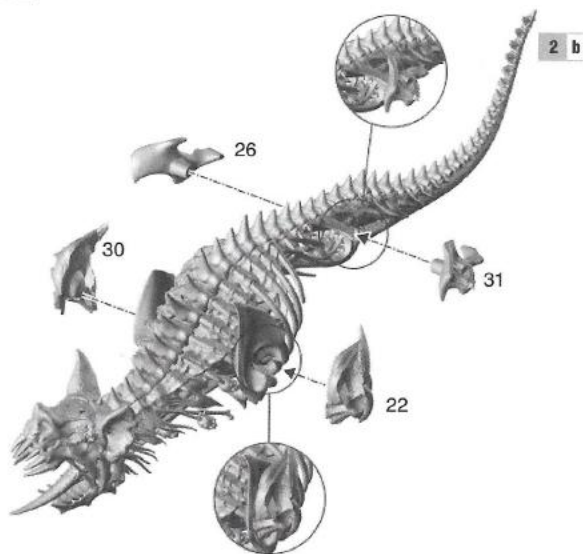
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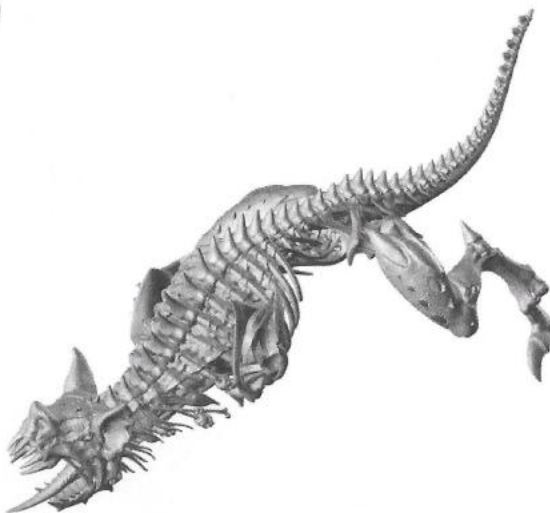
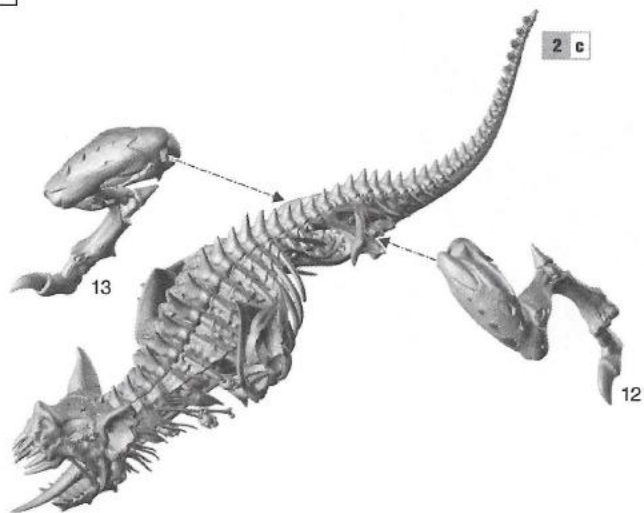
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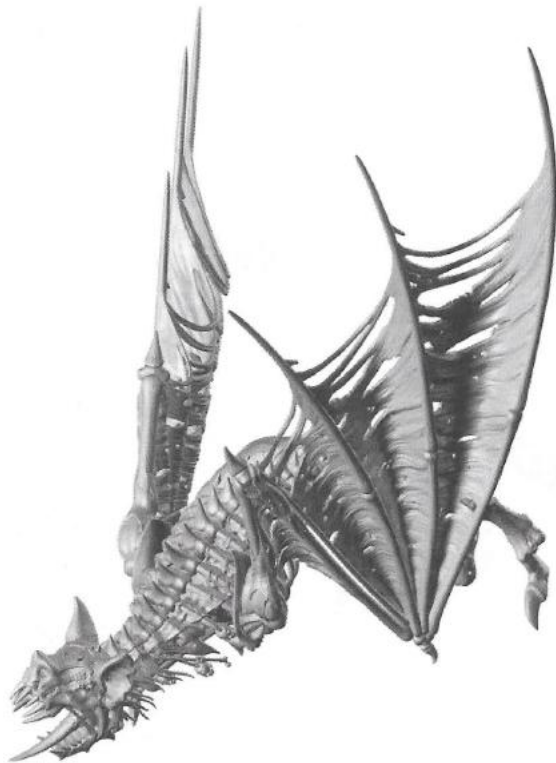
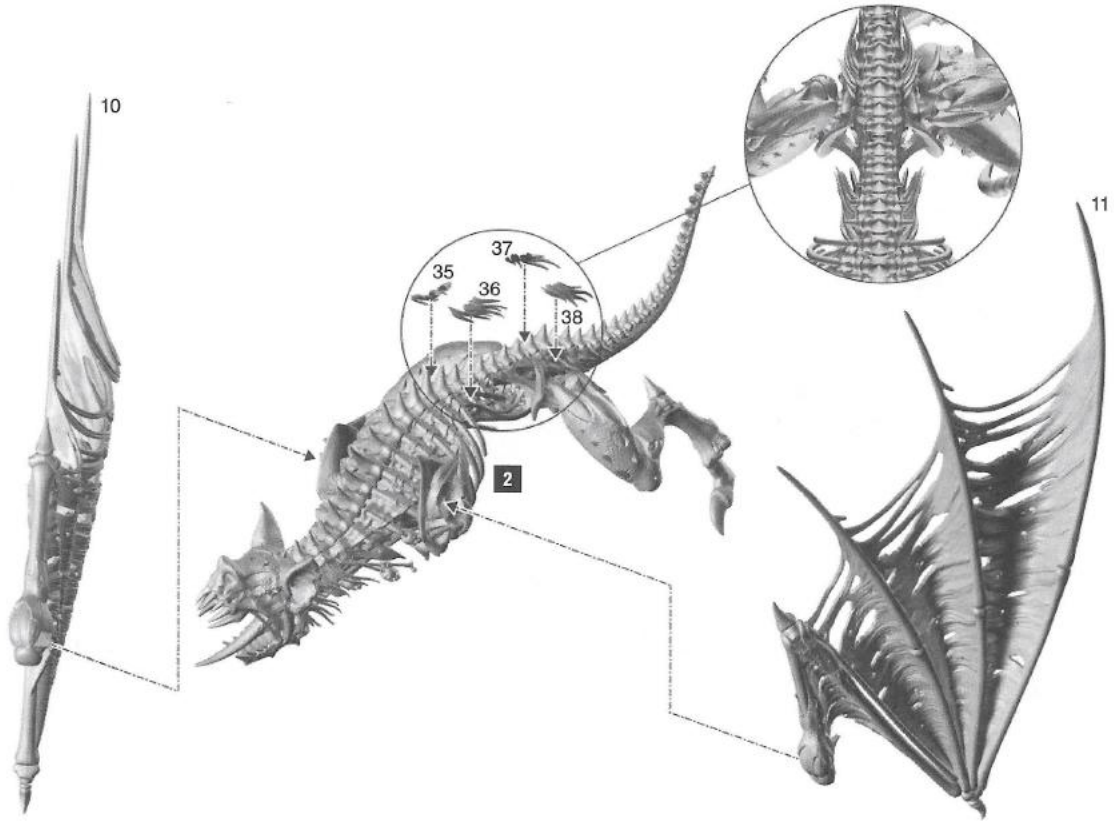


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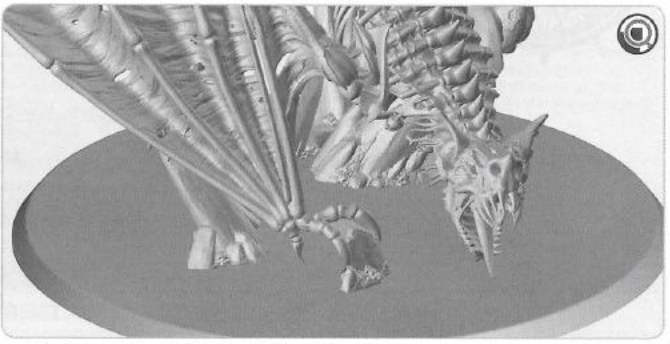
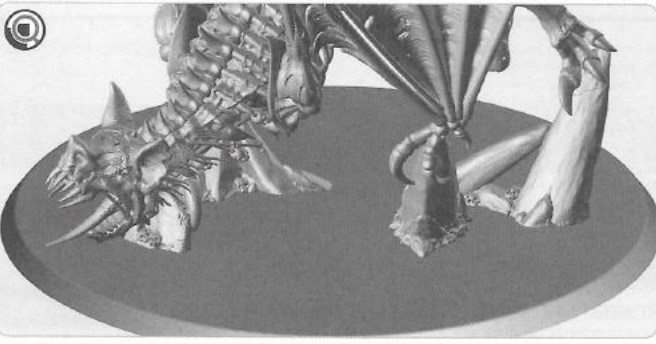
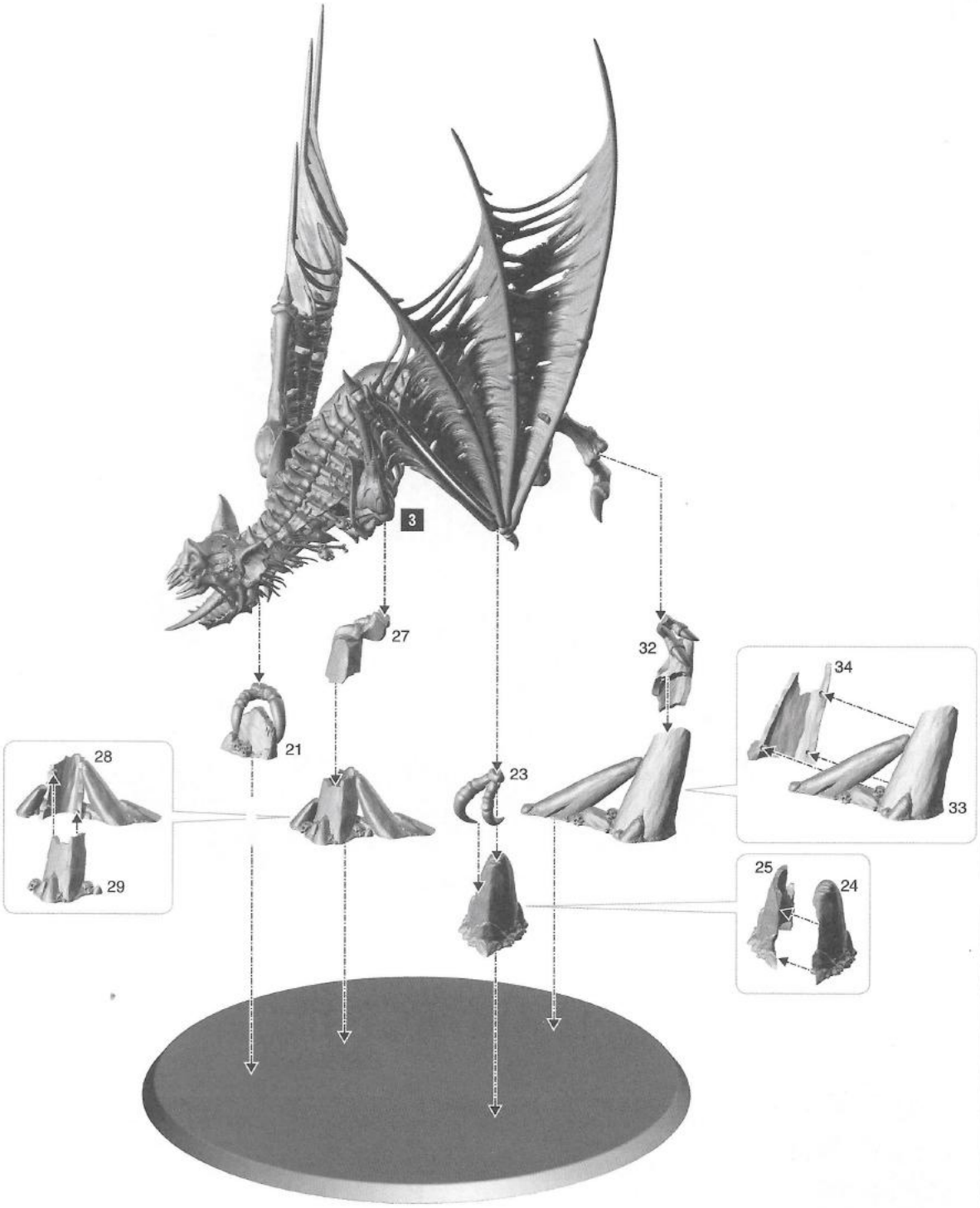


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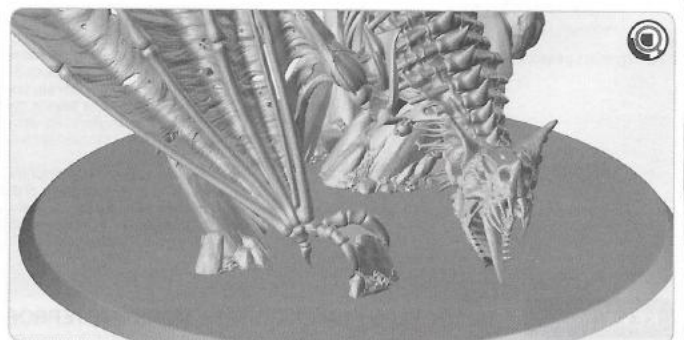
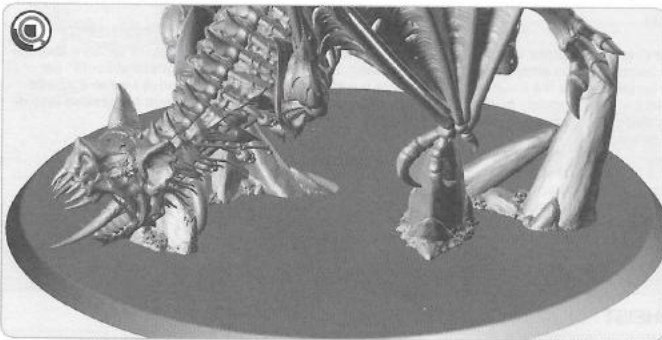
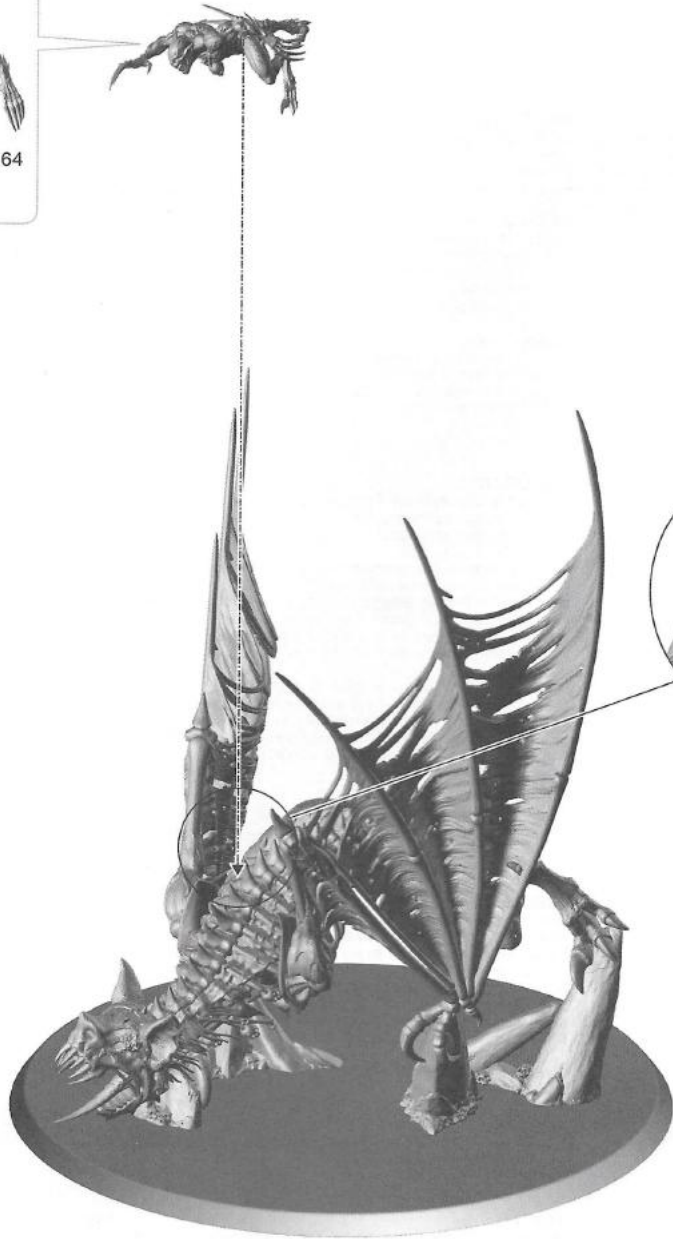
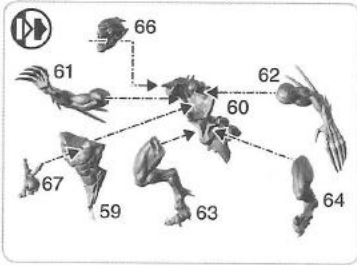


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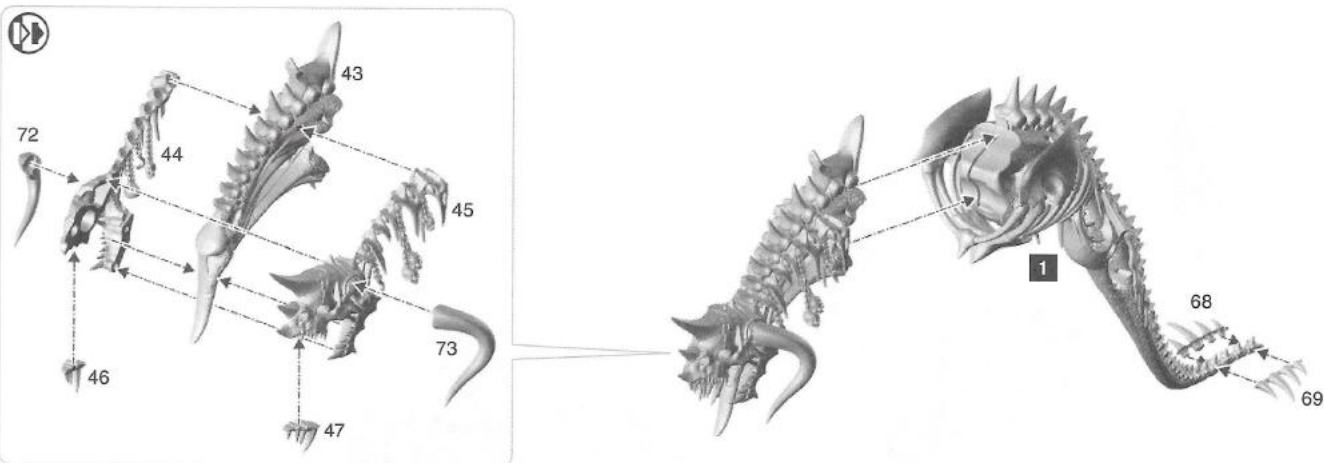


5 ABHORRANT GHOUL KING ON TERRORGHEIST

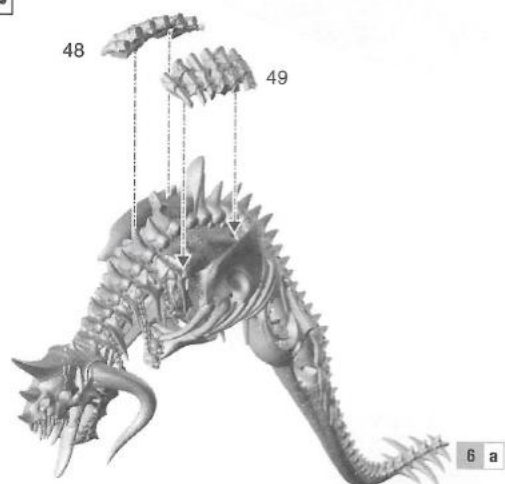
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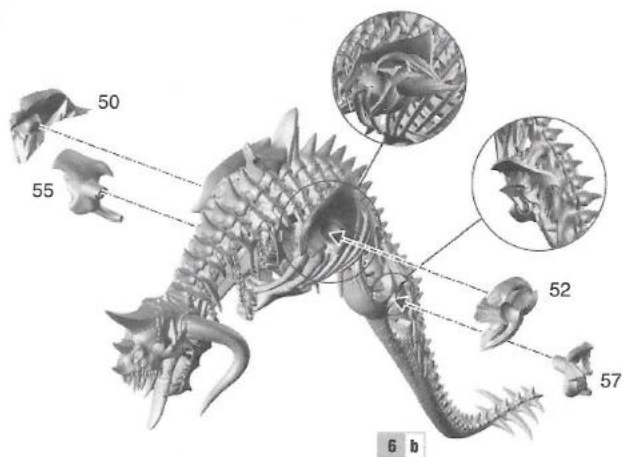
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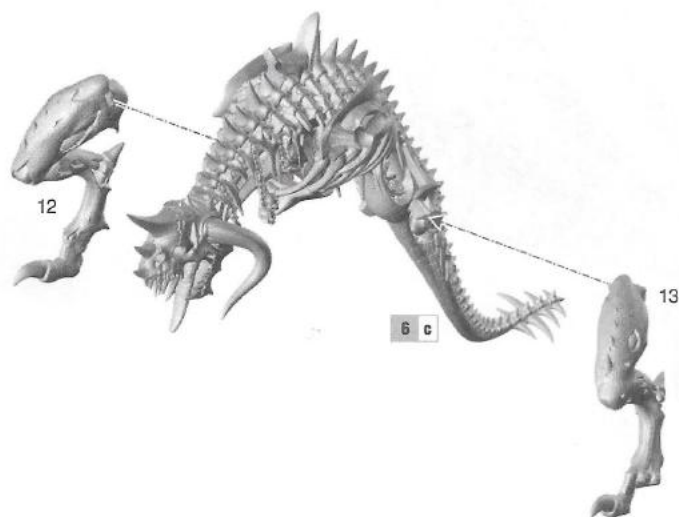
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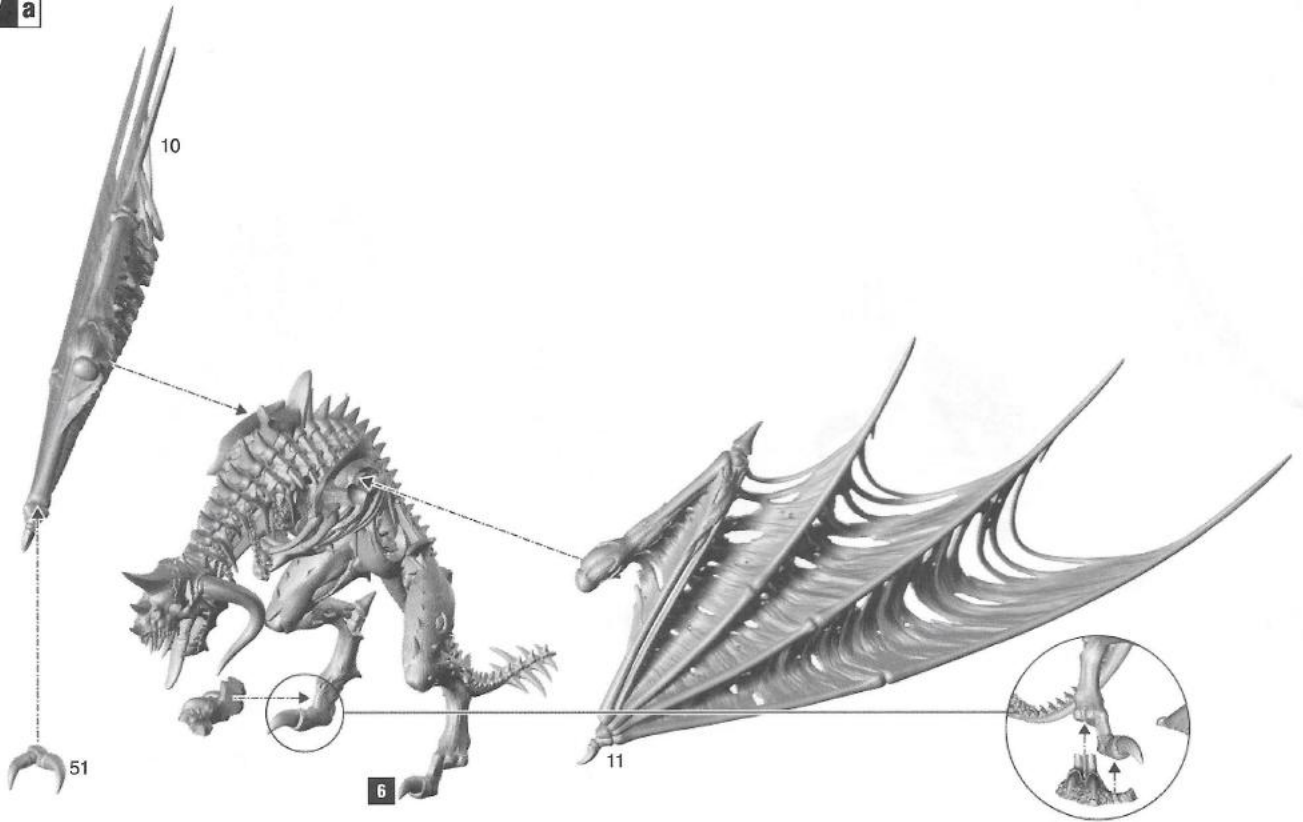
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7 a



DESCRIPTION

Un Zombie Dragon est une figurine individuelle. Il déchire ses proies avec des Griffes Démesurées (Sword-like Claws) et sa Gueule (Maw) garnie de crocs; son Haleine Pestilentielle (Pestilential Breath) peut faire fondre la peau sur les os.

VOL

Un Zombie Dragon peut voler.

DESCRIPCIÓN

Un Zombie Dragon es una sola miniatura. Descuartiza al enemigo con sus garras como espadas (Sword-like Claws) y su boca colmilluda (Fanged Maw), y su aliento pestilente (Pestilential Breath) puede arrancar la carne de los huesos.

VOLAR

Un Zombie Dragon vuela.

BESCHREIBUNG

Ein Zombie Dragon ist ein einzelnes Modell. Er zerfetzt seine Feinde mit seinen Sword-like Claws und seinem Fanged Maw. Sein Pestilential Breath kann einem Feind die Haut von den Knochen brennen.

FLIEGEN

Zombie Dragons können fliegen.

DESCRIZIONE

Uno Zombie Dragon è un singolo modello. Esso fa a pezzi i nemici con Sword-like Claws e con la Fanged Maw, e il suo Pestilential Breath può strappare la carne dalle ossa.

VOLO

Gli Zombie Dragons possono volare.

APTITUDES

Haleine Pestilentielle: Jetez un dé quand vous effectuez une attaque d'Haleine Pestilentielle. Si le jet est inférieur ou égal au nombre de figurines de l'unité cible, l'attaque touche sans qu'il soit besoin d'effectuer un jet de touche.

MAGIE

Les **DEATH WIZARDS** connaissent le sort **Invoker le Zombie Dragon**, en plus des sorts qu'ils connaissent déjà.

HABILIDADES

Aliento pestilente. Tira un dado al atacar con el Pestilential Breath. Si la tirada es igual o menor que el número de miniaturas de la unidad objetivo, el ataque golpea sin necesidad de tirada para golpear.

MAGIA

Los **DEATH WIZARDS** conocen el hechizo **Invocar Zombie Dragon**, además de cualquier otro hechizo que conozcan.

FÄHIGKEITEN

Pestilential Breath: Wenn du mit dem Pestilential Breath eines Zombie Dragons angreiffst, wirfst du einen Würfel. Ist das Ergebnis gleich oder geringer als die Anzahl an Modellen in der Zieleinheit, trifft die Attacke, ohne dass du einen Trefferwurf ablegen musst.

MAGIE

DEATH WIZARDS kennen den Zauber **Zombie Dragon rufen** zusätzlich zu allen anderen Zaubern, die sie beherrschen.

ABILITÀ

Pestilential Breath: tira un dado quando attacchi con il Pestilential Breath dello Zombie Dragon. Se il risultato è uguale o inferiore al numero di modelli dell'unità bersaglio, l'attacco colpisce senza bisogno di effettuare un tiro per colpire.

MAGIA

I **DEATH WIZARDS** conoscono l'incantesimo **Evocare Zombie Dragon**, oltre a qualsiasi altro incantesimo conoscano.

INVOKER LE ZOMBIE DRAGON

Invoker le Zombie Dragon a une valeur de lancement de 10. Si vous réussissez à le lancer, vous pouvez placer un Zombie Dragon à 18" ou moins du lanceur et à plus de 9" de l'ennemi. La figurine est ajoutée à votre armée, mais ne peut pas se déplacer à la phase de mouvement suivante.

INVOCAR ZOMBIE DRAGON

Invocar Zombie Dragon tiene una dificultad de lanzamiento de 10. Si se lanza con éxito puedes desplegar un Zombie Dragon a 18" o menos del lanzador y a más de 9" del enemigo. La miniatura se añade a tu ejército, pero no puede mover en la siguiente fase de movimiento.

ZOMBIE DRAGON RUFEN

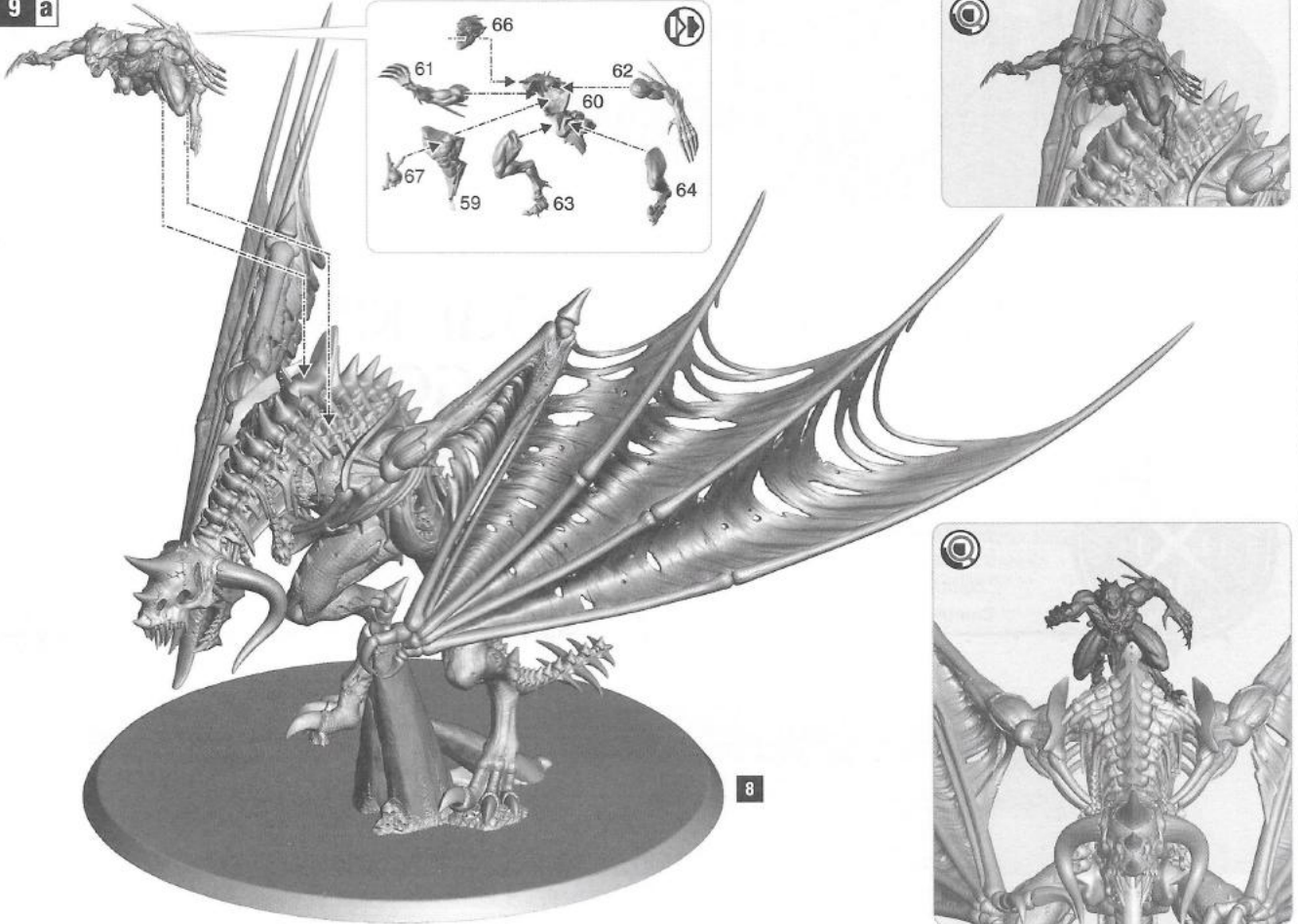
Zombie Dragon rufen hat einen Zauberwert von 10. Wenn dieser Zauber erfolgreich gewirkt wurde, kannst du innerhalb von 18" um den Zaubernden und mehr als 9" vom Feind entfernt einen Zombie Dragon aufstellen. Das Modell wird deiner Armee hinzugefügt, kann sich jedoch in der folgenden Bewegungsphase nicht bewegen.

EVOCARE ZOMBIE DRAGON

Evocare Zombie Dragon ha un valore di lancio di 10. Se è lanciato con successo puoi schierare uno Zombie Dragon entro 18" dal lanciatore e a più di 9" dal nemico. Il modello viene aggiunto alla tua armata, ma non può muoversi nella successiva fase di movimento.

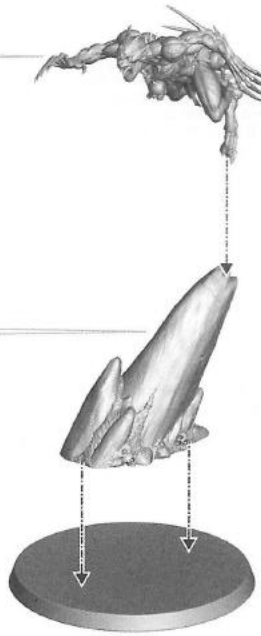
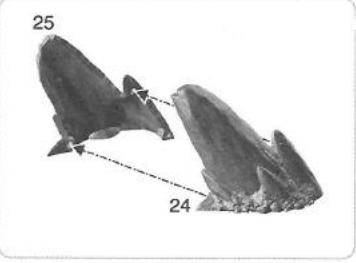
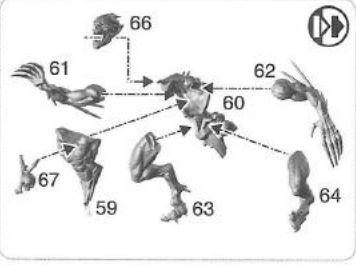
KEYWORDS

DEATH, MONSTER, ZOMBIE DRAGON

9 ABHORRANT GHOUL KING ON ZOMBIE DRAGON**9 a**

10 ABHORRANT GOUL KING

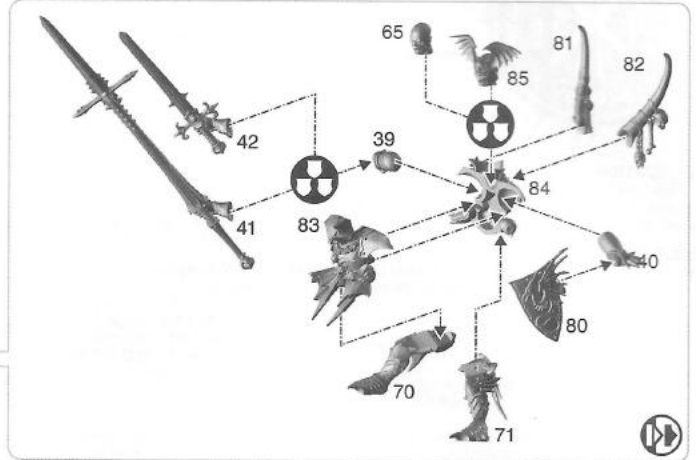
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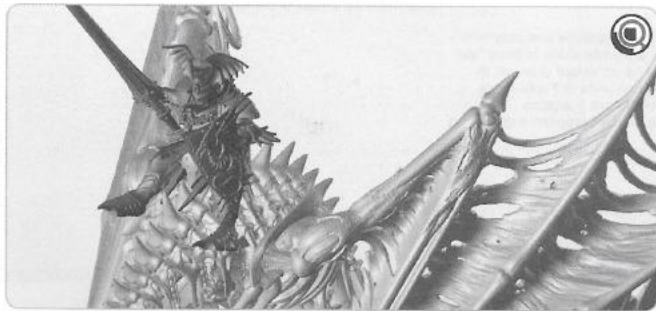
SOULBLIGHT

11 VAMPIRE LORD ON ZOMBIE DRAGON

11 a



8



- 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

CRYPT HORRORS

• STEPS
• ÉTAPES · PASOS
• SCHRITTE · FASI

1 - 3



CRYPT FLAYERS

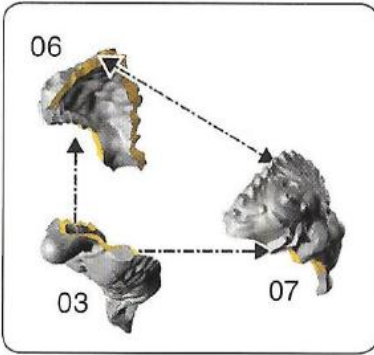
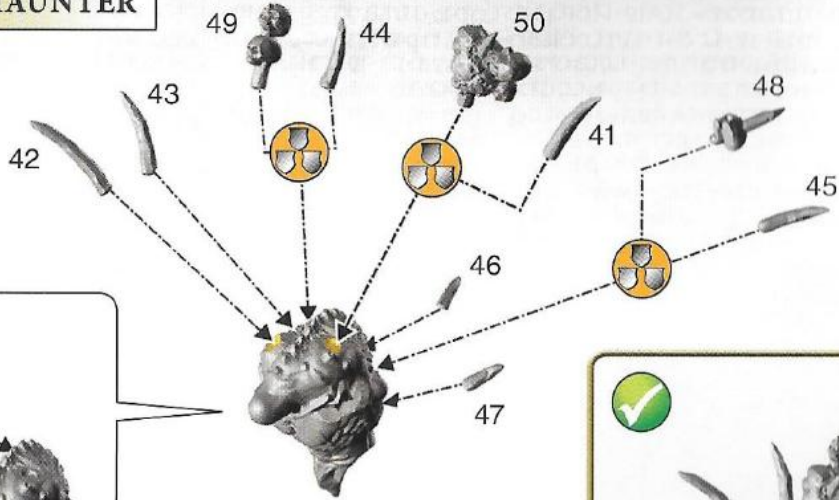
• STEPS
• ÉTAPES · PASOS
• SCHRITTE · FASI

4 - 6



1 - 3 CRYPT HORRORS

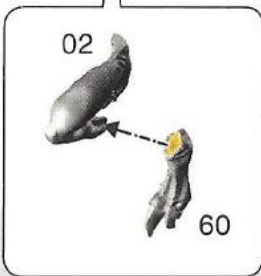
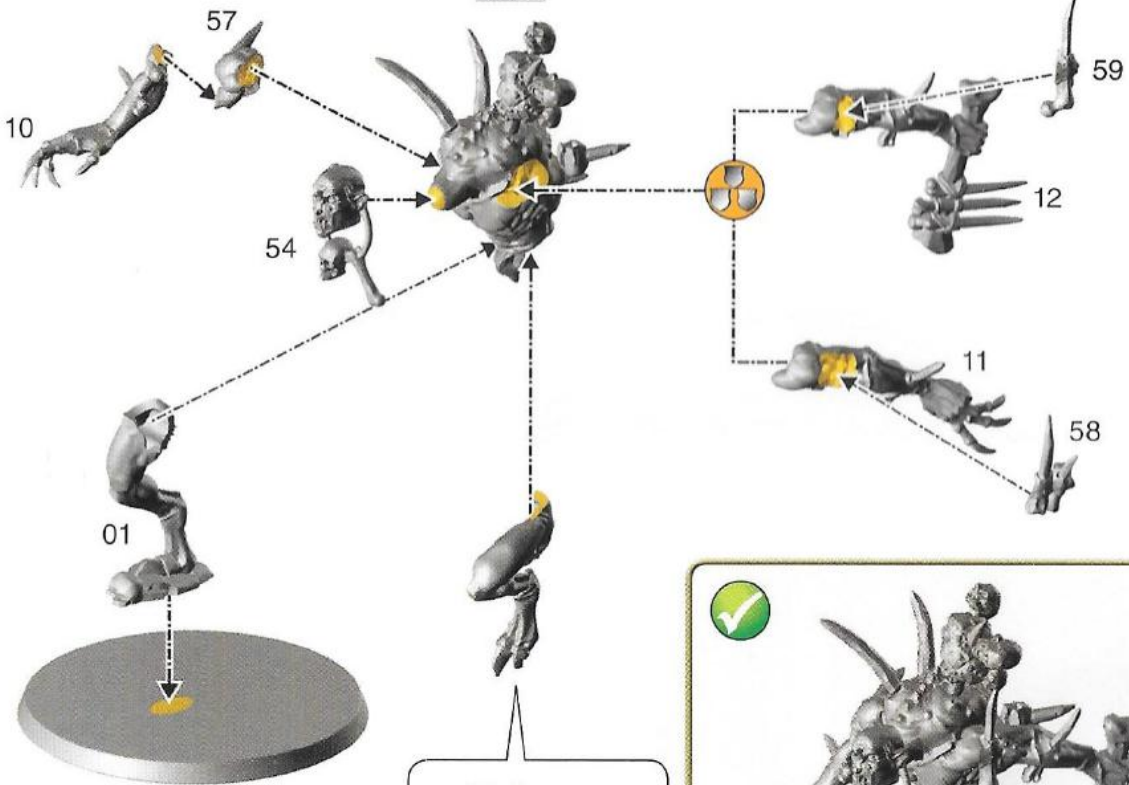
1 a CRYPT HAUNTER



1 b

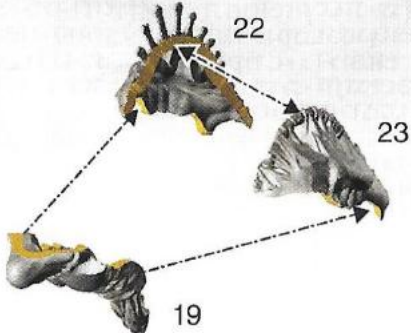


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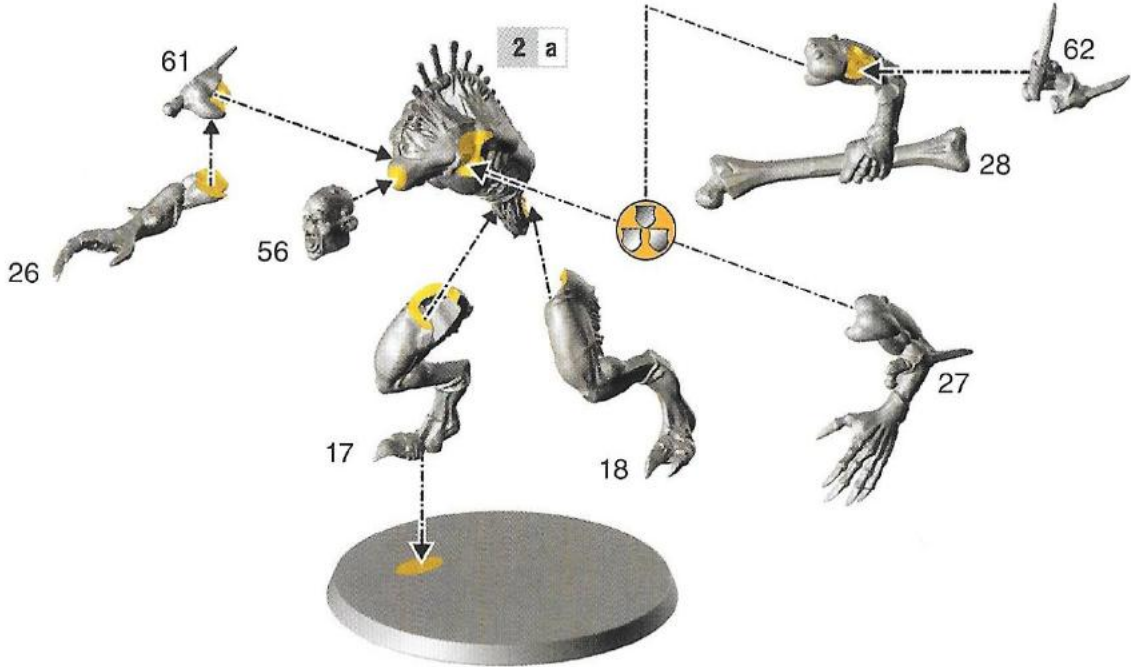


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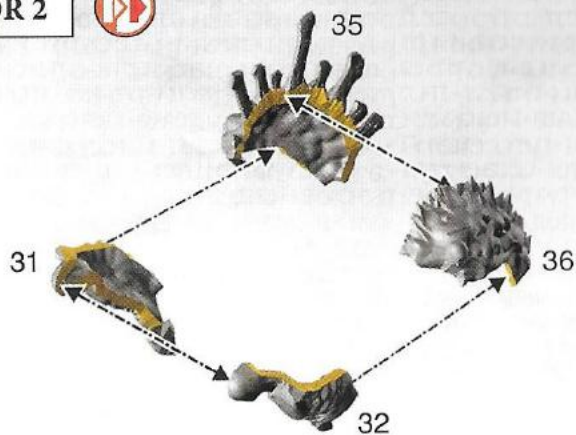
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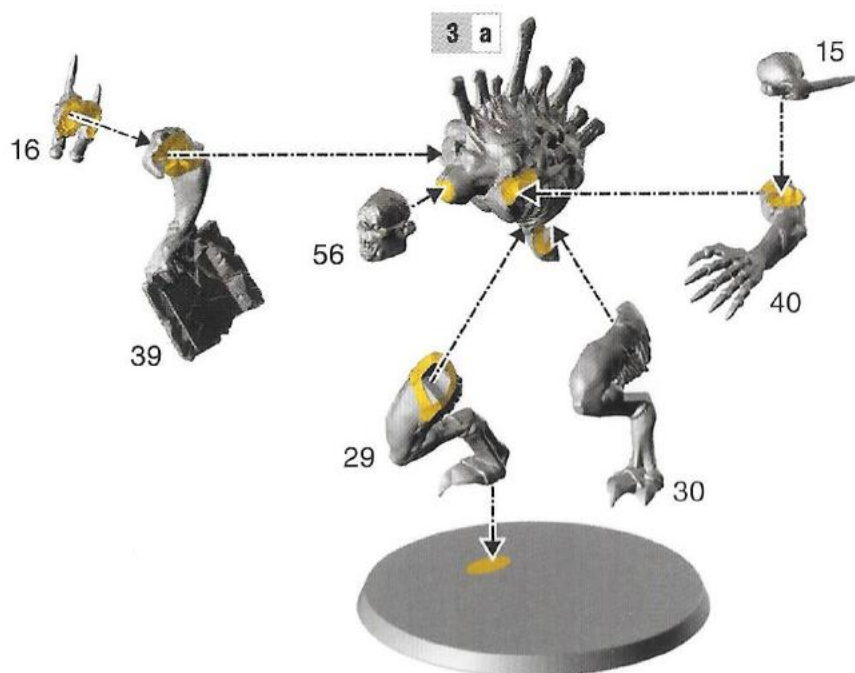
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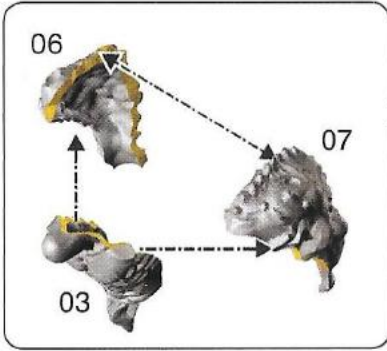
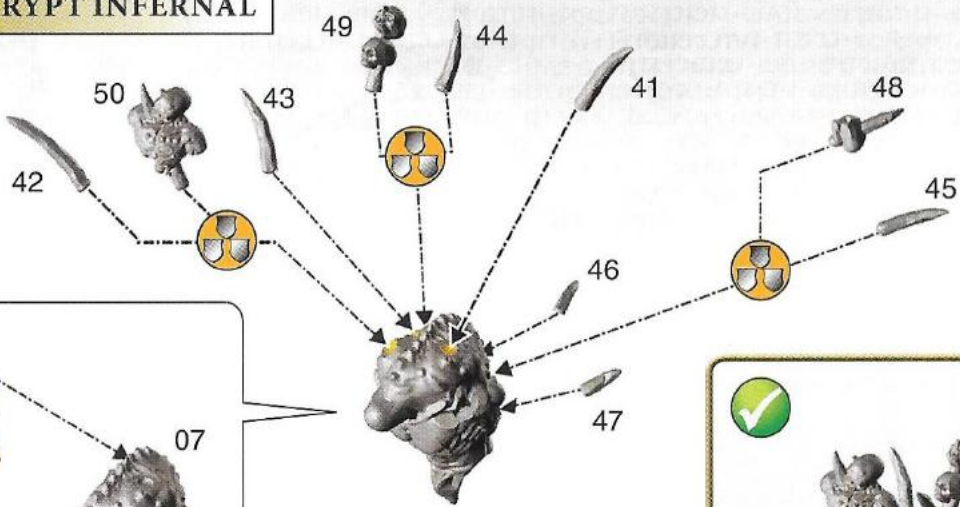
3 a CRYPT HORROR 2



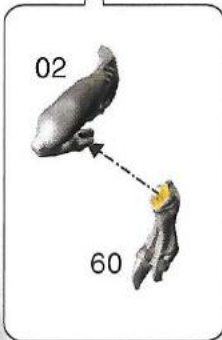
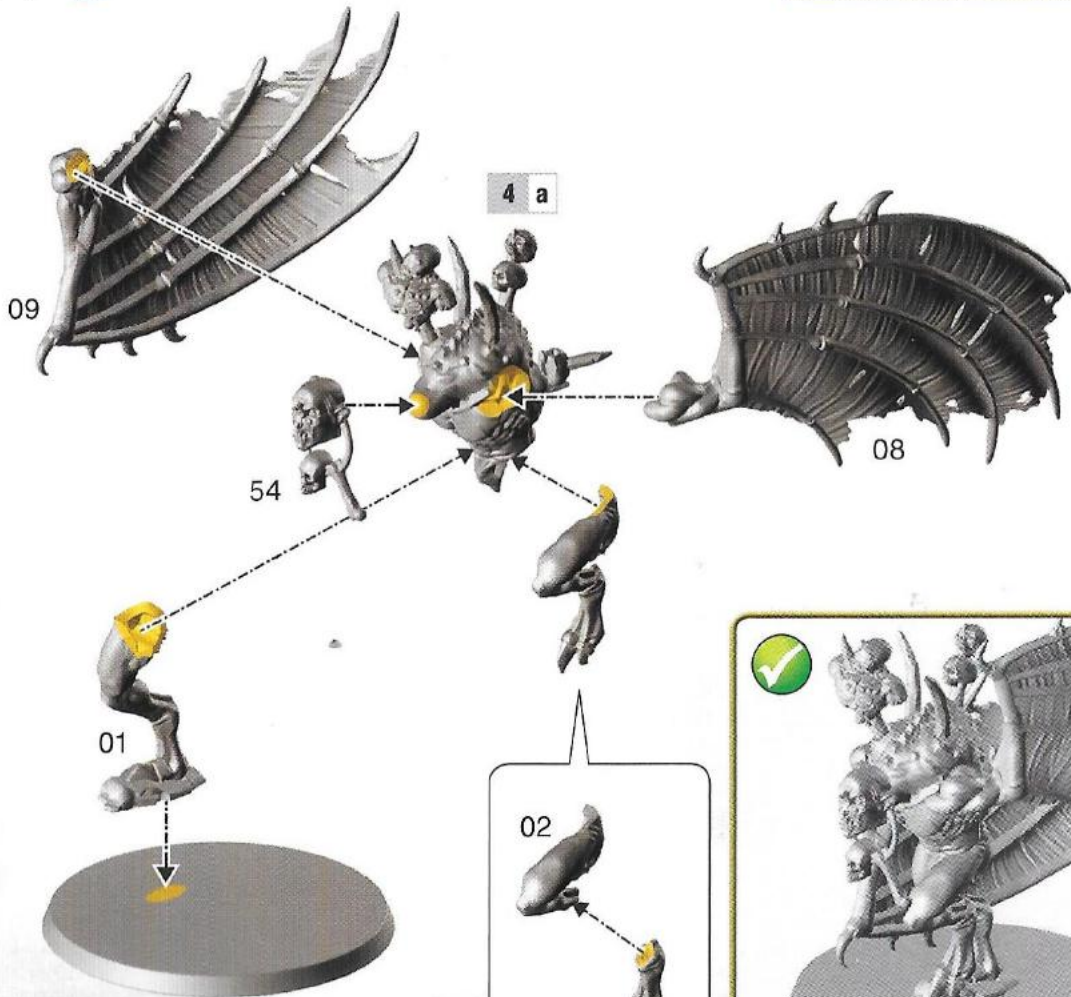
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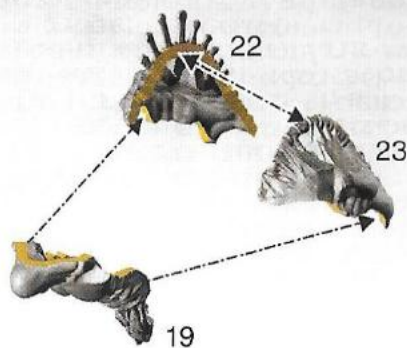
4 a CRYPT INFERNAL



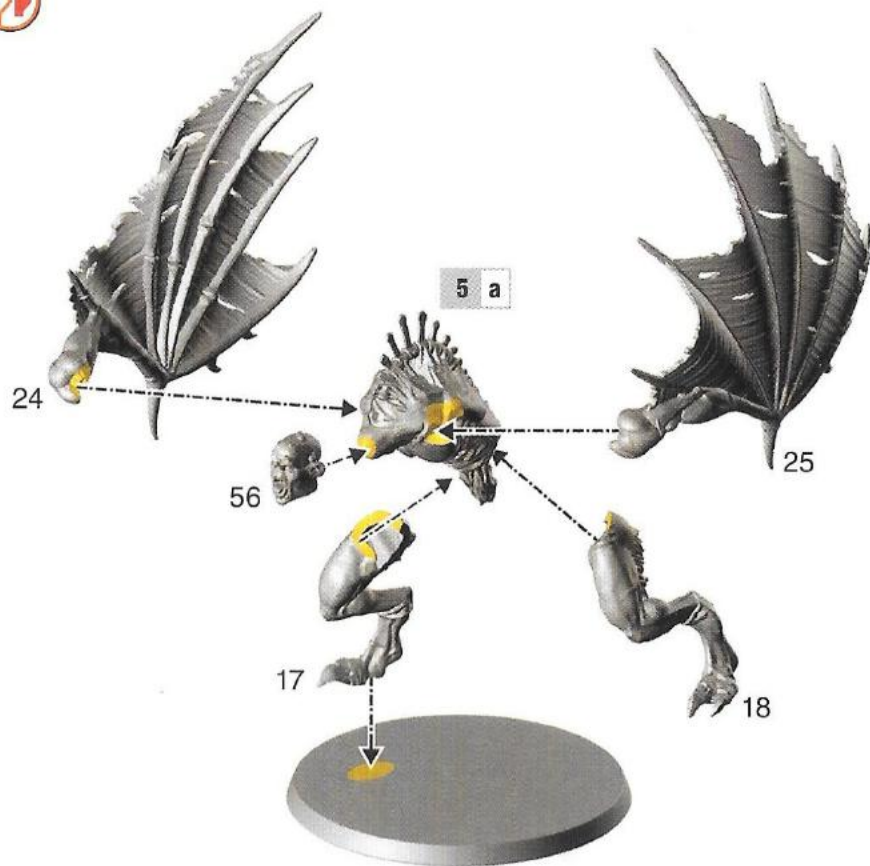
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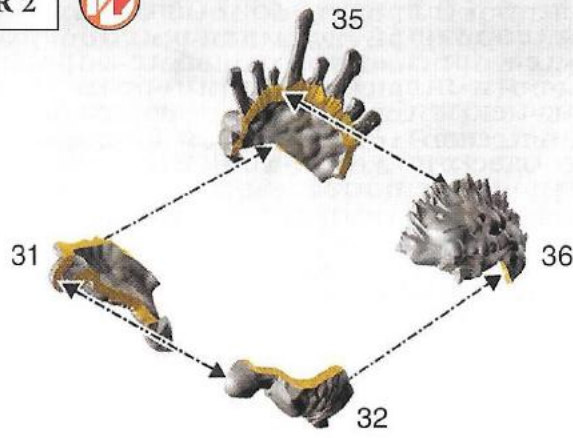
5 a CRYPT FLAYER 1



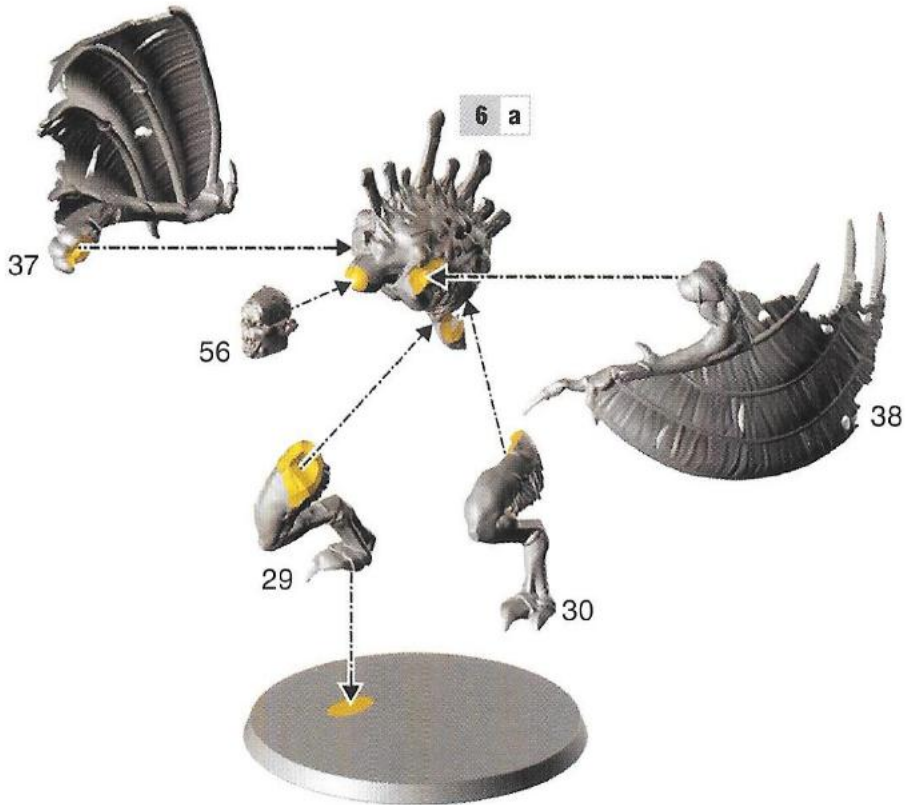
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6 a CRYPT FLAYER 2

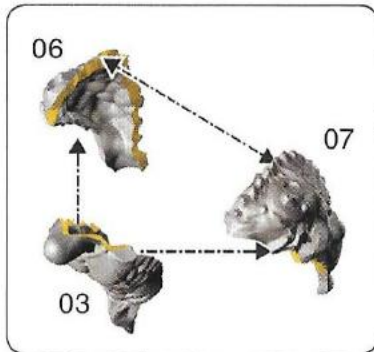
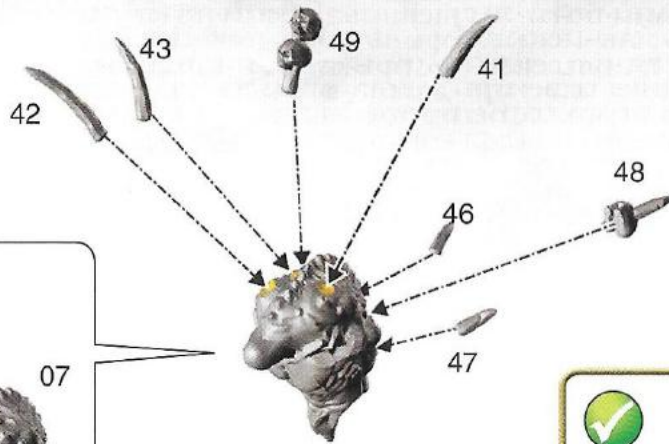


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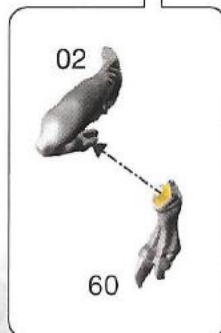
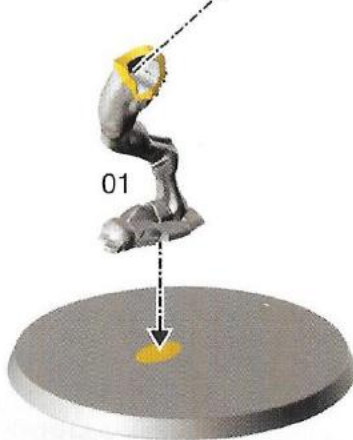
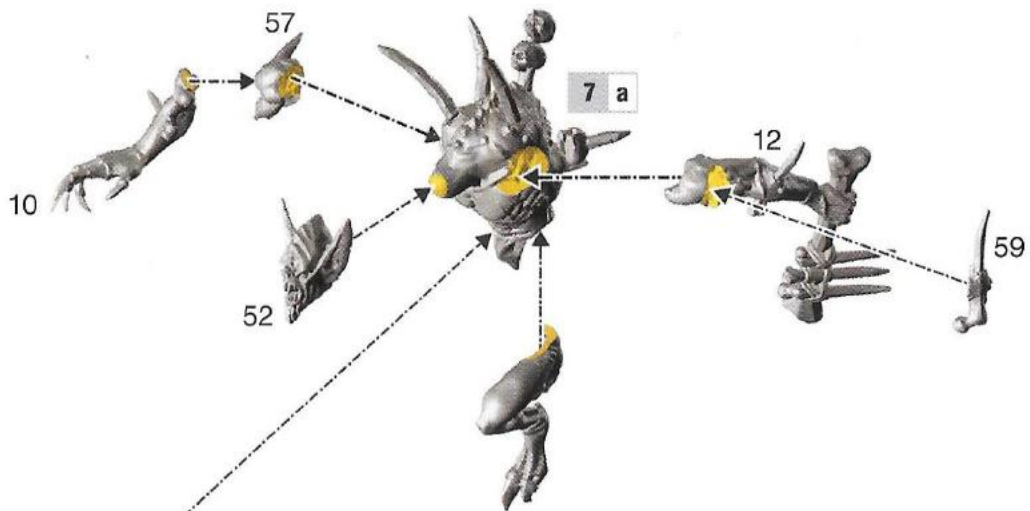


7 CRYPT HAUNTER COURTIER

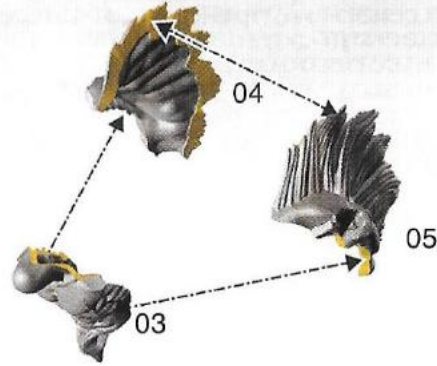
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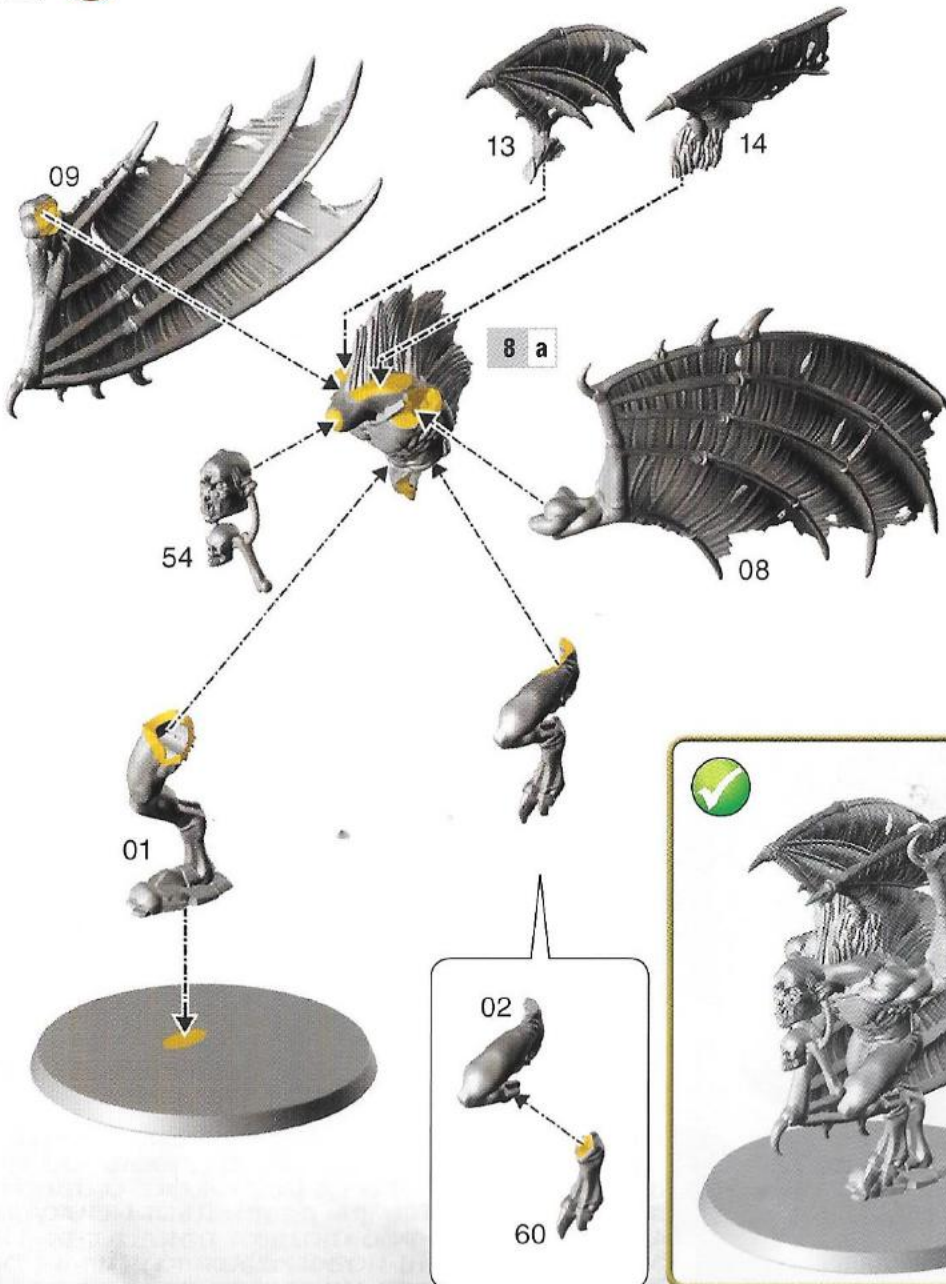
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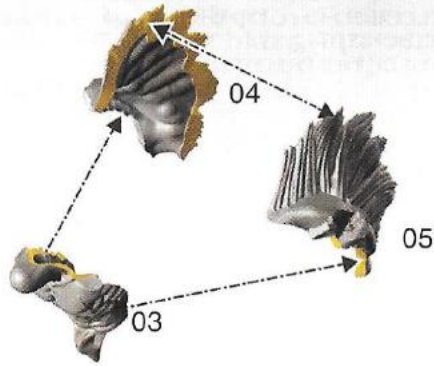


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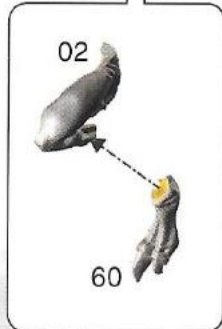
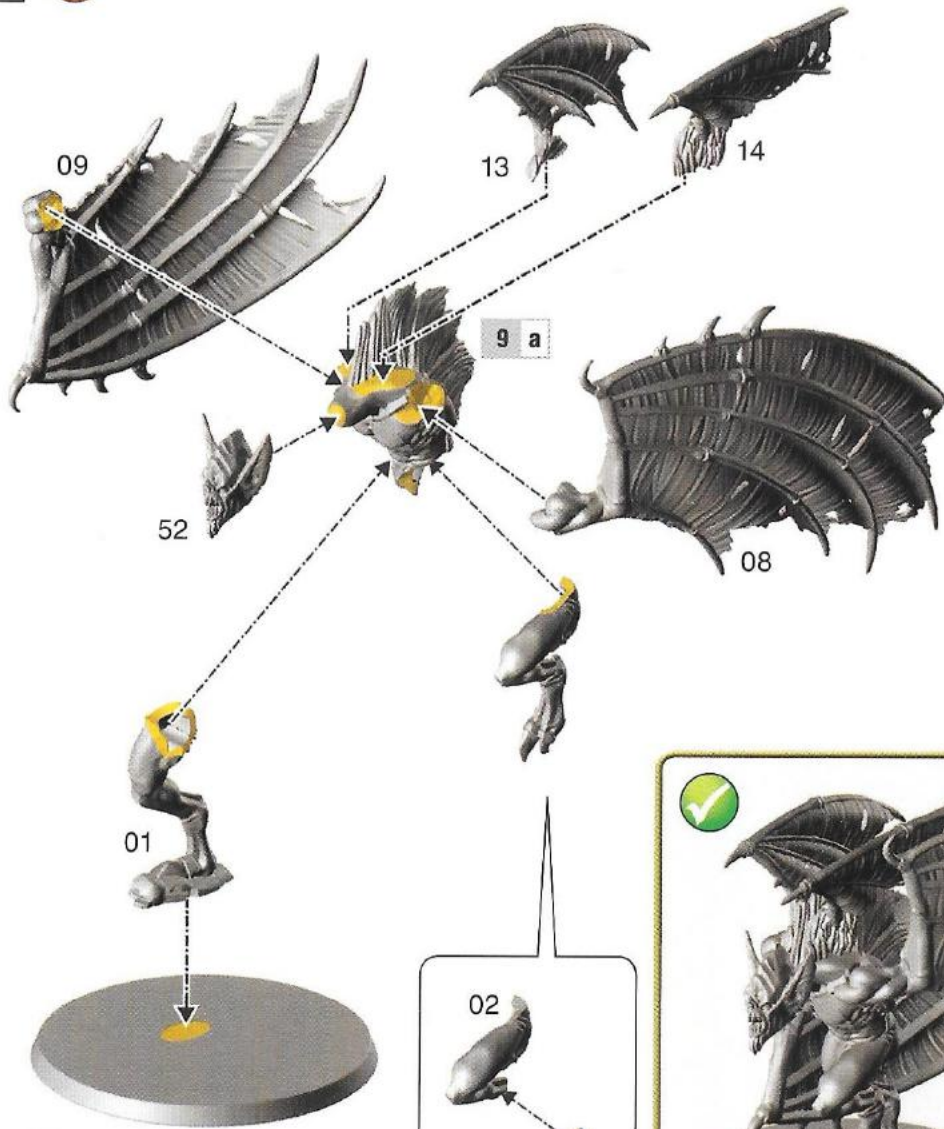


9 - 11 VARGHEISTS

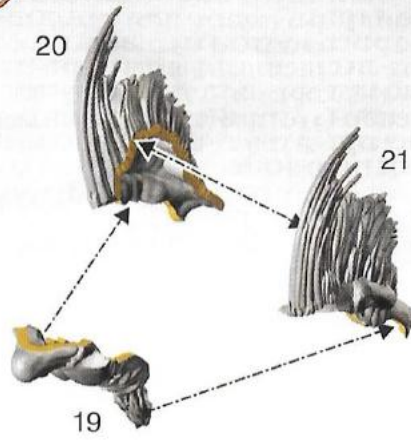
9 a VARGOYLE



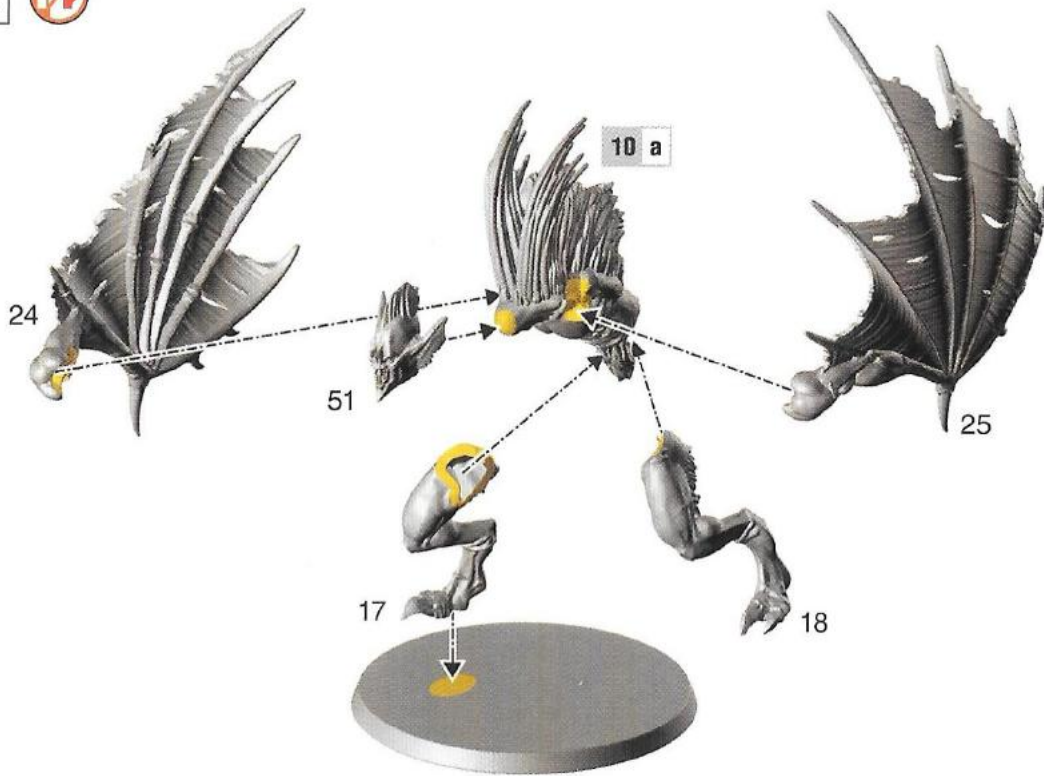
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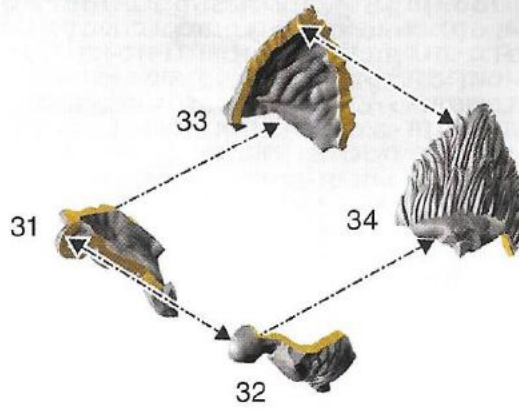
10 a VARGHEIST 1



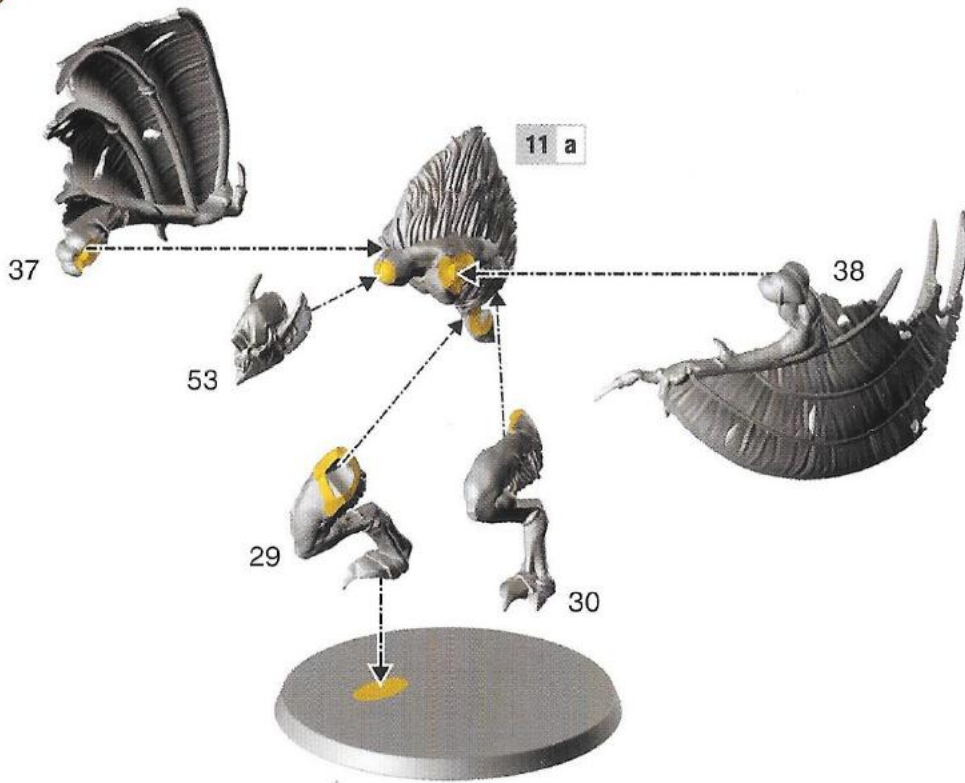
10 b



11 a VARGHEIST 2



11 b





CRYPT HORRORS

Each sweep of a Crypt Horror's claws ladles heaps of dripping meat into its gaping maw. Blessed by the abhorrant's blood, their own flesh heals quickly, and even mortal wounds close over as if they never were.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Club and Septic Talons	1"	3	4+	3+	-	2

DESCRIPTION

A unit of Crypt Horrors has any number of models, each armed with a Club and Septic Talons.

CRYPT HAUNTER: The leader of this unit is a Crypt Haunter. Add 1 to the Attacks characteristic of a Crypt Haunter's Club and Septic Talons.

ABILITIES

Chosen of the King: *Crypt Horrors are the most devoted servants in a Ghoul King's army.*

You can re-roll failed hit rolls for attacks made by this unit while it is wholly within 18" of a friendly **ABHORRANT**.

Noble Blood: *The blood of their liege grants Crypt Horrors a supernatural ability to heal any damage that they suffer.*

In your hero phase, you can heal 1 wound allocated to this unit.

Warrior Elite: *Crypt Horrors are amongst the most deadly warriors in a Flesh-eater Court.*

If the unmodified wound roll for an attack made with a Club and Septic Talons is 6, that attack has a Damage characteristic of 3 instead of 2.



BASE SCREAMER PINK
SHADE CARROBURG CRIMSON
LAYER EMPEROR'S CHILDREN
LAYER PALLID WYCH FLESH

BASE ABADDON BLACK
LAYER ESHIN GREY
LAYER DAWNSTONE
LAYER ADMINISTRATUM GREY

BASE IONRACH SKIN
SHADE REIKLAND FLESHSHADE
LAYER PALLID WYCH FLESH
LAYER WHITE SCAR



BASE KHORNE RED
SHADE NULN OIL
LAYER WAZDAKKA RED
LAYER WILD RIDER RED

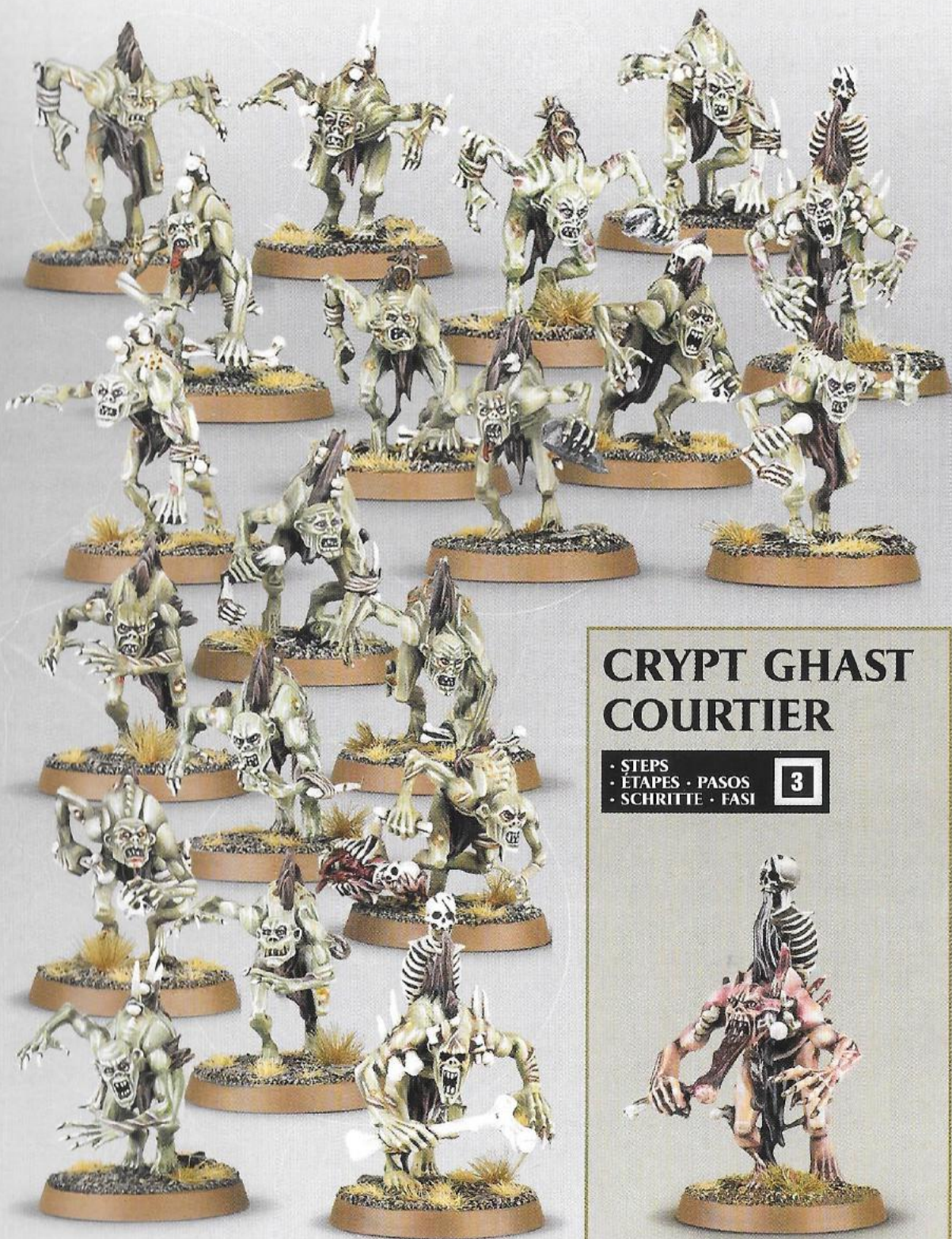
BASE ABADDON BLACK
LAYER TUSGOR FUR
LAYER CADIAN FLESHSTONE
LAYER FLAYED ONE FLESH

BASE MECHANICUS STANDARD GREY
SHADE NULN OIL
LAYER DAWNSTONE
LAYER ADMINISTRATUM GREY

CRYPT GHOULS

• STEPS
• ÉTAPES • PASOS
• SCHRITTE • FASI

1 - 2



CRYPT GHAST COURTIER

• STEPS
• ÉTAPES • PASOS
• SCHRITTE • FASI

3





• 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 SIMBOLOS • ERLÄUTERUNG DER SYMBOLE
• LEGENDA DEI SIMBOLI



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



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



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



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



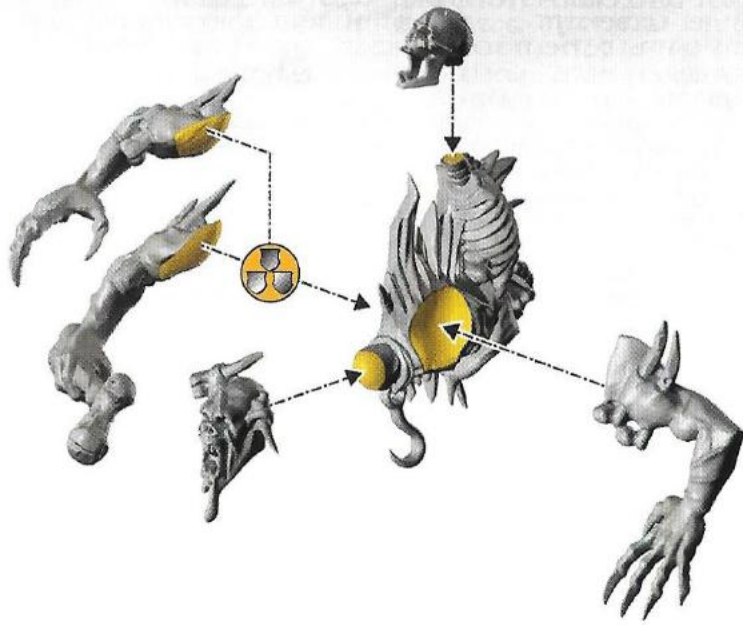
- Repeat process
- Répéter l'étape
- Repetir pasos
- Vorgang wiederholen
- Ripeti il processo



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



1 a CRYPT GHAST

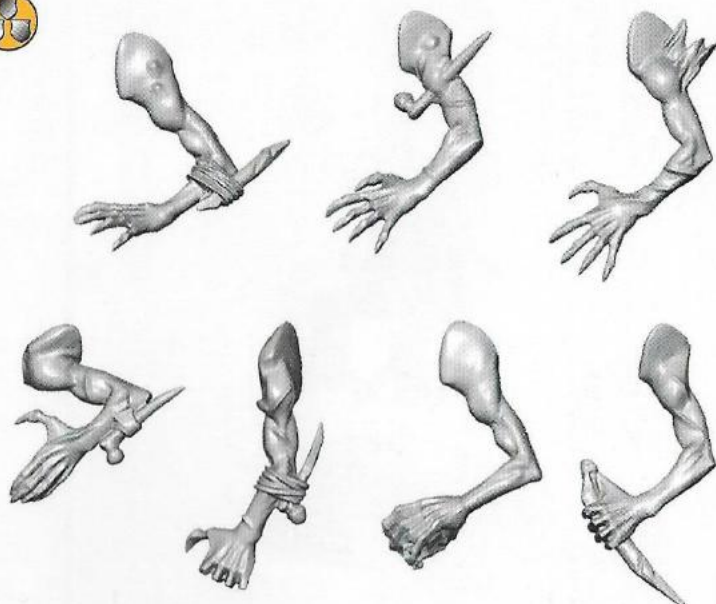
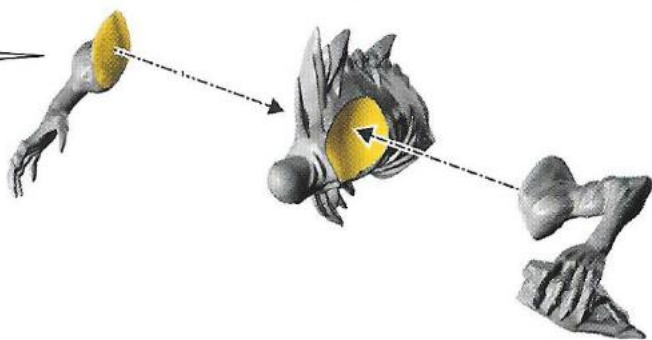
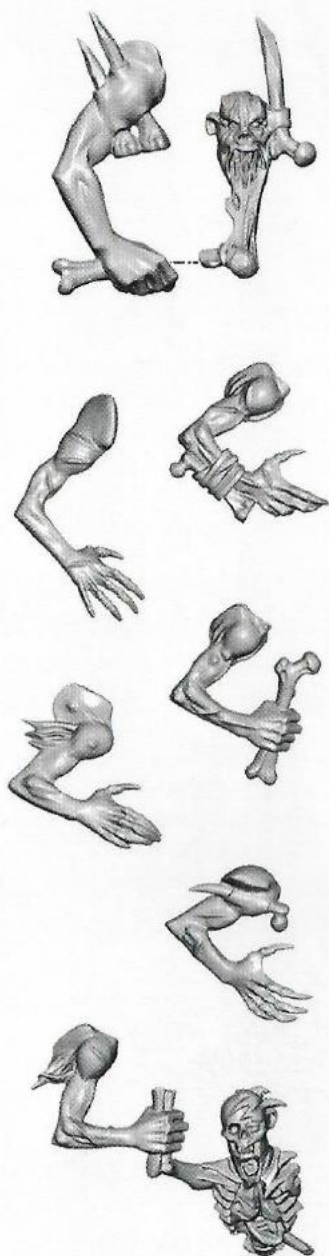
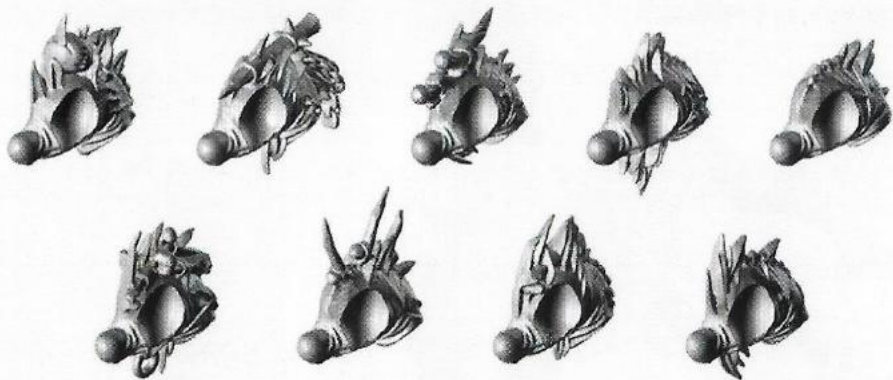


1 b

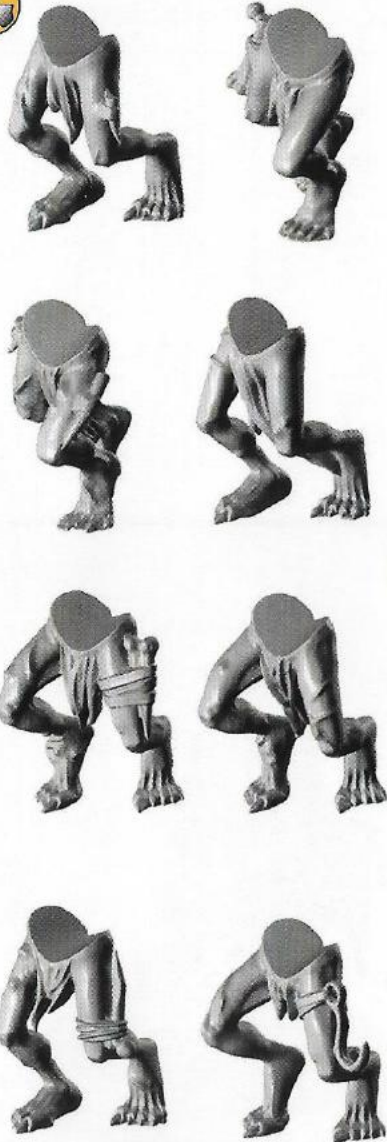
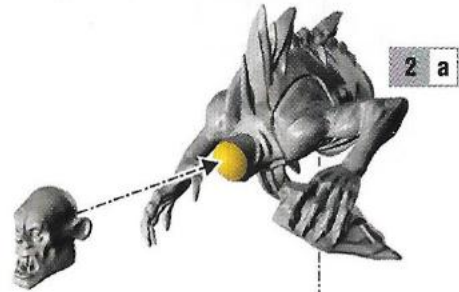


Ø 25mm

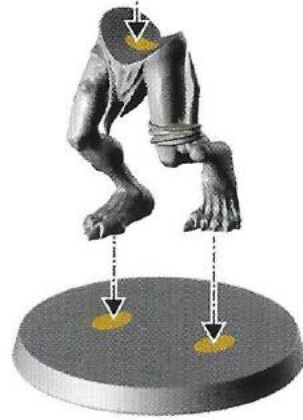




2 b



Ø
25mm

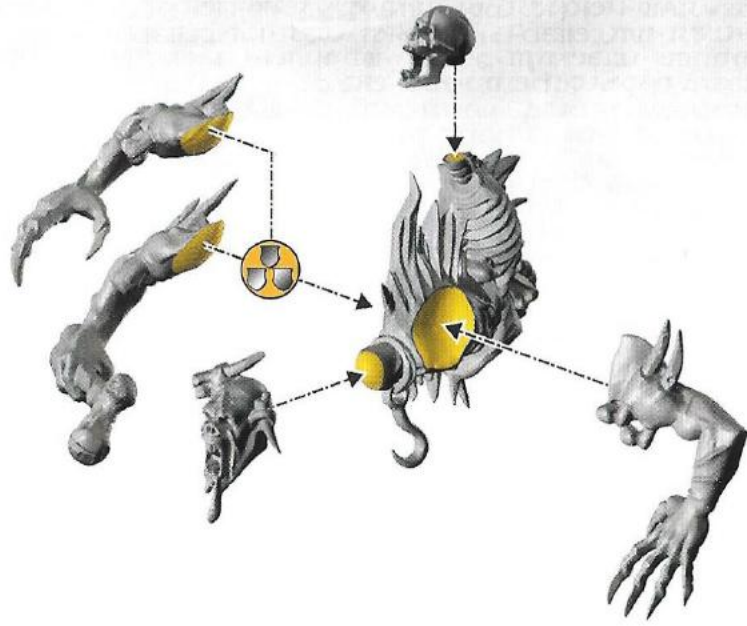


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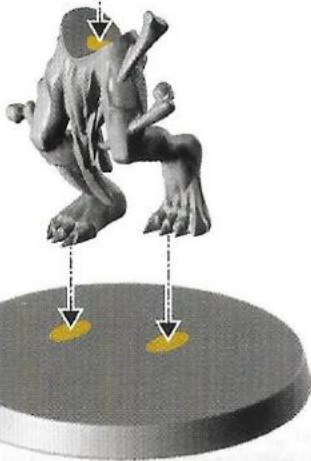
CRYPT GHAST COURTIER



3 a



3 b



Ø
32mm





CRYPT GHOULS

Filled with a dark hunger, Crypt Ghouls pounce upon their prey. They are ferocious in great numbers, as each mordant competes with its kin for food. Should a ghoul catch a glimpse of their king, they will fight all the harder, eager to prove their worth.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharpened Teeth and Filthy Claws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Crypt Ghouls has any number of models, each armed with Sharpened Teeth and Filthy Claws.

CRYPT GHAST: The leader of this unit is a Crypt Ghast. Add 1 to the Attacks characteristic of a Crypt Ghast's Sharpened Teeth and Filthy Claws.

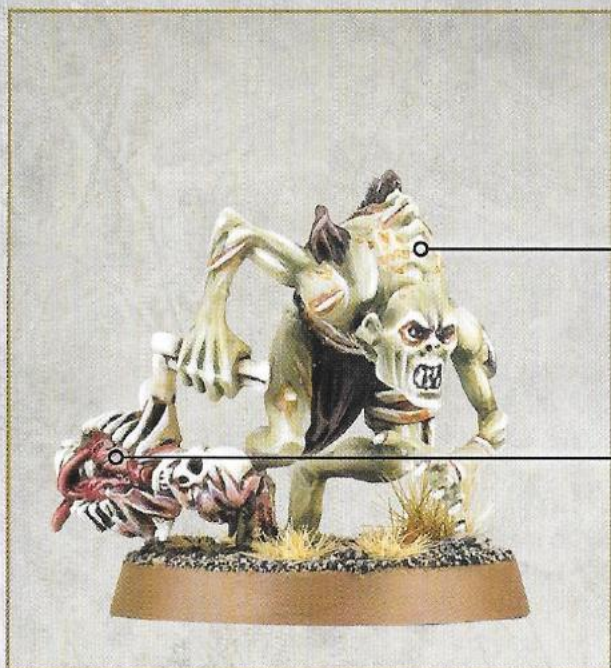
ABILITIES

Boundless Ferocity: *When Crypt Ghouls gather in large numbers their ferocity knows no bounds.*

Add 1 to the Attacks characteristic of this unit's Sharpened Teeth and Filthy Claws while it has 20 or more models.

Royal Approval: *Crypt Ghouls will always do their utmost to attract the attention of their sovereign.*

You can re-roll hit rolls of 1 for attacks made by this unit while it is wholly within 18" of a friendly **ABHORRANT**.



BASE IONRACH SKIN
SHADE ATHONIAN CAMOSHADE
LAYER NURGLING GREEN
LAYER PALLID WYCH FLESH

BASE KHORNE RED
SHADE DRUCHII VIOLET
LAYER TUSKGOR FUR
LAYER KISLEV FLESH



BASE ZANDRI DUST
SHADE SERAPHIM SEPIA
LAYER SCREAMING SKULL
LAYER PALLID WYCH FLESH

BASE ABADDON BLACK
LAYER XEREUS PURPLE
LAYER WARPIEND GREY
LAYER ADMINISTRATUM GREY



BASE MECHANICUS STANDARD GREY
SHADE NULN OIL
LAYER DAWNSTONE
LAYER ADMINISTRATUM GREY