

# WARHAMMER

AGE OF SIGMAR

The cover art features a central, large Nighthaunt figure with a glowing green, skeletal face and a dark, tattered cloak. It holds a large, double-bladed axe. Several chains are attached to its body, with some ending in small lanterns. In the foreground, there are three smaller Nighthaunt figures, also with glowing green faces and dark cloaks. One is holding a sword, another a dagger, and a third has a skull-like face. The background is a dark, misty, and ethereal landscape with a greenish-blue glow.

FACTION PACK

# NIGHTHAUNT

# BATTLE TRAITS

Nighthaunt armies can use the following abilities:

## U Passive

**ETHEREAL:** *Nighthaunt spirits can only be harmed by blows delivered with great conviction.*

**Effect:** Ignore all modifiers to save rolls (positive and negative) for friendly **NIGHTHAUNT** units, excluding **Nagash**.

## U Reaction: Opponent declared an ATTACK ability

1

**DISCORPORATE:** *If given the order, the Nighthaunt can flicker between the realms of the living and dead.*

**Used By:** A friendly **NIGHTHAUNT** unit targeted by that **ATTACK** ability.

**Effect:** That unit has **WARD** (5+) for the rest of the phase.

## U Once Per Turn (Army), Your Charge Phase

**SHRIEK:** *The keening wails of the Nighthaunt lodge a stake of fear within all those who hear them.*

**Declare:** Pick a friendly **NIGHTHAUNT** unit that has not used an **AURA OF DREAD** ability this turn and that charged this turn to use this ability, then pick an enemy unit within 1" of it to be the target. The number of models in the friendly **NIGHTHAUNT** unit must be greater than the number of models in the target unit.

**Effect:** Subtract 1 from hit rolls for the target's attacks for the rest of the turn.

KEYWORDS

AURA OF DREAD

## U Once Per Turn (Army), Your Charge Phase

**WAVE OF TERROR:** *Many foes freeze in fear when faced with a swarming Nighthaunt charge.*

**Effect:** Friendly **NIGHTHAUNT** units that are in combat can use **CHARGE** abilities this phase. However, if a unit that is in combat uses a **CHARGE** ability and the charge roll is 3 or less, that unit does not count as having charged that turn.

## X Once Per Turn (Army), Your Charge Phase

**STUN:** *The sight of onrushing Nighthaunt can stun enemies that do not thoroughly steel their hearts.*

**Declare:** Pick a friendly **NIGHTHAUNT WAR MACHINE** or **CAVALRY** unit that has not used an **AURA OF DREAD** ability this turn and that charged this turn to use this ability, then pick an enemy unit within 1" of it to be the target.

**Effect:** Subtract 1 from save rolls for the target for the rest of the turn.

KEYWORDS

AURA OF DREAD

## U Once Per Turn (Army), Your Charge Phase

**PETRIFY:** *Those who lay eyes on a spectral champion may find they are rooted in place with terror, allowing the Nighthaunt to strike them with ease.*

**Declare:** Pick a friendly **NIGHTHAUNT HERO** that has not used an **AURA OF DREAD** ability this turn and that charged this turn to use this ability, then pick an enemy unit within 1" of it to be the target.

**Effect:** The target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

AURA OF DREAD

# BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Nighthaunt army. Each battle formation grants a different ability you can use in the battle.

## VANISHING PHANTASMS

➤ Once Per Turn (Army),  
Your Movement Phase

**ETHEREAL TRANSLLOCATION:** *The Nighthaunt appear and disappear from sight to torment their prey.*

**Declare:** Pick a friendly **NIGHTHAUNT** unit that is not in combat to use this ability.

**Effect:** Remove that unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS

CORE

## HUNTERS OF THE ACCURSED

✂ Once Per Turn (Army), End of Any Turn

**VENGEFUL MALISON:** *Those who cross the machinations of the Nighthaunt are marked for death with an unyielding curse.*

**Declare:** Pick up to 3 enemy **HEROES** each within 12" of a different friendly **NIGHTHAUNT HERO** to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

## DEATH STALKERS

➤ Passive

**THERE IS NO ESCAPE:** *Death Stalkers are spectral killers that relentlessly hunt down the enemy. They are constantly on the move, phasing in and out of reality as they close in on new targets.*

**Effect:** Friendly **NIGHTHAUNT** units can use **CHARGE** abilities even if they used a **RUN** or **RETREAT** ability in the same turn. In addition, no mortal damage is inflicted on friendly **NIGHTHAUNT** units by **RETREAT** abilities.

## PROCESSION OF DEATH

🏰 Passive

**CAVALCADE OF DEATH:** *The spectral hosts march to war flanking creaking, shimmering black coaches thrumming with necrotic energy.*

**Effect:** Friendly **NIGHTHAUNT INFANTRY** units have **WARD (5+)** while they are wholly within 6" of a friendly **Black Coach**.

# HEROIC TRAITS

SHADES OF DEATH (HERO only)

Once Per Battle,  
Your Movement Phase

1

## RULER OF THE SPECTRAL HOSTS:

*The deathly power of this spirit is like a siren call, an unseen signal that beckons to others from beyond the grave.*

**Declare:** Pick a friendly **NIGHTHAUNT** unit that started the battle with 3 or more models and that has been destroyed to be the target.

**Effect:** Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 12" of this unit and more than 9" from all enemy units.

Passive

**CLOAKED IN SHADOW:** *Eerily intangible, this spirit's ethereal form fades in and out of existence like some wispy cloud of supernatural mist.*

**Effect:** If the unmodified hit roll for an attack that targets this unit is 1-3, the attack fails and the attack sequence ends.

Passive

**TERRIFYING ENTITY:** *Some powerful spirits take a gruesome appearance or an overwhelming aura of horror to entire new heights.*

**Effect:** This unit can use an **AURA OF DREAD** ability even if it has already used one this turn, but it cannot use more than two per turn.

# ARTEFACTS OF POWER

RELICS OF THE UNDERWORLDS (HERO only)

Once Per Battle, Any Combat Phase

## LIGHTSHARD OF THE HARVEST

**MOON:** *This lightshard is filled with a baleful gloom that, upon release, casts the battlefield in an eerie glow, readying the enemy for the reaping.*

**Effect:** If this unit is in combat, add 1 to the Attacks characteristic of melee weapons used by friendly **NIGHTHAUNT** units wholly within 12" of this unit for the rest of the turn.

Reaction: Opponent declared a **FIGHT** ability for a unit in combat with this unit

**COVETOUS FAMILIAR:** *This spiteful poltergeist swirls around its master's essence, lashing out at any other soul that draws too close.*

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll.

End of Any Turn

**SOULFIRE RING:** *Gouts of lashing green flames leap forth from this ring as it consumes the souls of those slain by the wearer.*

**Effect:** If any enemy models were slain by this unit's combat attacks this turn, **Heal (D6)** this unit.

# SPELL LORE

## LORE OF THE UNDERWORLDS

### Your Hero Phase

**SHADEMIST:** *A supernatural mist envelops the caster's comrades, causing them to glimmer as they fade in and out of reality.*

**Declare:** Pick a friendly **NIGHTHAUNT WIZARD** to cast this spell, pick a visible friendly **NIGHTHAUNT** unit that has 3 or more models and is wholly within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Subtract 1 from wound rolls for attacks that target that unit until the start of your next turn.

KEYWORDS

SPELL, UNLIMITED

6

### Your Hero Phase

**SPIRIT DRAIN:** *With a series of fell words of power, the caster can whittle away a mortal's life force, causing their spirit to seep out of their physical form.*

**Declare:** Pick a friendly **NIGHTHAUNT WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

**Effect:** Roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS

SPELL

7

### Your Hero Phase

**SPECTRAL LURE:** *Embracing the chill of death, the wizard summons forth the spirits of the dead.*

**Declare:** Pick a friendly **NIGHTHAUNT WIZARD** to cast this spell, pick a friendly **NIGHTHAUNT** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Return a number of slain models to the target unit with a combined Health characteristic of up to D6.

KEYWORDS

SPELL

6

# MANIFESTATION LORE

## CHTHONIC SORCERIES

### ⚙ Your Hero Phase

6

#### **SUMMON MORTALIS**

**TERMINEXUS:** *A spectral hourglass filled with shifting grave-sand takes shape, promising temporal grace or doom to mortal and immortal alike.*

**Declare:** If there is not a friendly **Mortalis Terminexus** on the battlefield, pick a friendly **NIGHTHAUNT WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Mortalis Terminexus** wholly within 12" of the caster and visible to them.

KEYWORDS

SPELL, SUMMON

### ⚙ Your Hero Phase

6

**SUMMON SHYISH REAPER:** *The wizard sweeps down their arm as they utter this spell's final incantation, and a fearsome scythe formed of purest amethyst magic tears through their foes with unstoppable force.*

**Declare:** If there is not a friendly **Shyish Reaper** on the battlefield, pick a friendly **NIGHTHAUNT WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Shyish Reaper** wholly within 9" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

### ⚙ Your Hero Phase

6

**SUMMON VAULT OF SOULS:** *This summoned chest siphons souls, filling itself to overflowing with the rich spirits of mortalkind.*

**Declare:** If there is not a friendly **Vault of Souls** on the battlefield, pick a friendly **NIGHTHAUNT WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Vault of Souls** wholly within 12" of the caster and visible to them.

KEYWORDS

SPELL, SUMMON



• NIGHTHAUNT WARSCROLL •

# NAGASH

SUPREME LORD OF THE UNDEAD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Alakanash	4	3+	3+	2	D6	-
Zefet-nebtar	4	3+	3+	2	3	-

## Passive

### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, subtract 3 from its power level.

## Passive

**THE STAFF OF POWER:** *Alakanash is capped with gems of purest grave-sand.*

**Effect:** Add 2 to casting rolls for this unit while it has not miscast any spells this turn. If this unit miscasts a spell, ignore the restriction that would stop this unit from casting any more spells this turn.

## Once Per Turn (Army), End of Any Turn

**HAND OF DUST:** *Nagash's touch can turn a foe to a pile of dusty bones in moments.*

**Declare:** Pick a visible enemy **HERO** or **MONSTER** in combat with this unit to be the target.

**Effect:** Hide a dice in one of your hands or under one of two appropriate containers. Your opponent must pick one of your hands or containers. If they pick the one hiding the dice, this ability has no effect. If they pick the empty one, the target is automatically destroyed.

KEYWORDS

RAMPAGE

## Once Per Battle, Your Hero Phase

### SUPREME LORD OF THE UNDEAD

**Declare:** Pick a friendly non-**HERO** non-**UNIQUE DEATH** unit that has been destroyed to be the target.

**Effect:** Set up a replacement unit identical to the target wholly within 12" of this unit and more than 9" from all enemy units.

## Passive

7

**INVOCATION OF NAGASH:** *In a storm of morbid sorcery, Nagash blasts his foes' souls or re-knits his minions' bodies.*

**Declare:** This unit can cast this spell more than once per phase. Pick a visible unit wholly within 18" of this unit that has not been picked to be the target of this spell this turn to be the target, then make a casting roll of 2D6.

**Effect:** If the target is an enemy unit, inflict D3 mortal damage on it. If the target is a friendly **DEATH** unit, pick 1 of the following effects:

- Return a number of slain models to the target unit with a combined Health characteristic of up to 3.
- The target has **WARD (5+)** until the start of your next turn.

KEYWORDS

SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (9), FLY, WARD (5+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**LADY OLYNDER**  
 MORTARCH OF GRIEF

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Horrifying Visage	12"	1	2+	2+	3	D6	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Staff of Midnight		4	4+	3+	1	D3	Crit (Auto-wound)
Handmaidens' Spectral Claws		6	4+	4+	-	1	Crit (Auto-wound), Companion

**Once Per Battle, Your Hero Phase**

**NO REST FOR THE WICKED:** *Should the spectral forms of her minions be banished, Lady Olynder will wrench their souls back from the underworlds.*

**Declare:** Pick any number of friendly **NIGHTHAUNT** units on the battlefield to be the targets.

**Effect:** For each target, you can return a number of slain models to that unit with a combined Health characteristic of up to D3+3.

**Passive**

**MORTARCH OF GRIEF:** *Chosen by Nagash to serve as his Mortarch of Grief, Lady Olynder's very presence serves as a psychological weapon of terrible potency.*

**Effect:** Subtract 3 from the control scores of enemy units while they are within 12" of this unit.

**Your Hero Phase**

**GRIEF-STRICKEN:** *Lady Olynder's incantations can cause a pall of misery and utter desolation to descend upon her enemies.*

**Declare:** Pick a visible enemy unit within 18" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** Ignore positive modifiers to hit rolls, wound rolls and save rolls for the target for the rest of the turn.

KEYWORDS

SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, WIZARD (2), INFANTRY, FLY, WARD (4+)

DEATH, NIGHTHAUNT





• NIGHHAUNT WARSCROLL •  
**KURDOSS VALENTIAN**  
 THE CRAVEN KING

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sepulchral Sceptre	4	3+	3+	2	3	Crit (Auto-wound)
Wraith Heralds' Spectral Claws	6	4+	4+	-	1	Crit (Auto-wound), Companion

⚙️ **Once Per Turn, Reaction: Opponent declared a command for a unit within 12" of this unit**

**IF I CANNOT RULE, NONE**

**SHALL RULE!:** *In the presence of Kurdooss Valentian's all-consuming bitterness and the cruel malice of his heralds, the commands of enemy generals turn to dust in their mouths even as they issue them.*

**Effect:** Roll a dice. On a 3+, unless your opponent spends 1 additional command point to use that command, the command has no effect, it still counts as having been used and the command points spent to use the command are still lost.



KEYWORDS

UNIQUE, HERO, INFANTRY, FLY, WARD (6+)

DEATH, NIGHHAUNT



• NIGHTHAUNT WARSCROLL •  
**AWLRACH THE  
 DROWNER**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Deathwood Oar	4	4+	3+	2	D3	Crit (Auto-wound)

➤ Once Per Turn (Army),  
 Your Movement Phase

**PASSAGE THROUGH THE**

**UNDERWORLDS:** *A master of navigation, Awlrach can drift through the ethereal plane to new locations at will. By the time the foe has discovered his arrival, it is all too late to stop the spectral cargo that made the journey with him.*

**Declare:** If this unit is not in combat, pick a friendly non-HERO NIGHTHAUNT unit that is not in combat and is wholly within 12" of this unit to be the target.

**Effect:** Remove this unit and the target from the battlefield, then set them up again on the battlefield wholly within 6" of each other and more than 7" from all enemy units.

KEYWORDS

CORE



KEYWORDS

UNIQUE, HERO, WAR MACHINE, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •

# REIKENOR THE GRIMHAILER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Fellreaper	5	3+	3+	2	2	Charge (+1 Damage), Crit (Auto-wound)
Kyllaron's Ghostly Hooves and Teeth	3	5+	3+	-	1	Crit (Auto-wound), Companion

### Any Hero Phase

**CORPSE CANDLES:** *When preparing to cast a spell by snuffing out the flame of a corpse candle, Reikenor can drain his own or a victim's essence to help fuel his sorcery.*

**Declare:** Pick either this unit or a visible enemy unit within 12" of this unit to be the target.

**Effect:** Allocate 1 damage point to the target.

If you picked an enemy unit, add 1 to casting rolls for this unit for the rest of the turn.

If you picked this unit, for the rest of the turn:

- Add 1 to casting rolls for this unit.
- Add 1 to this unit's power level.

### Your Hero Phase

**WRAITHSTORM:** *Reikenor tears the souls from his victims and commands them to assail their allies.*

**Declare:** Pick a visible enemy unit within 12" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** Inflict D3 mortal damage on the target. If any models are slain by this ability, inflict an additional D3 mortal damage on the target.

KEYWORDS

SPELL

### Passive

**GRIM JUSTICE:** *Through his arcane powers, Reikenor can sense those who tamper with Nagash's designs or commit any other sacrilegious act.*

**Effect:** Add 1 to hit rolls and wound rolls for attacks made with this unit's **Fellreaper** if the target is a **PRIEST** or a **WIZARD**.

KEYWORDS

UNIQUE, HERO, WIZARD (1), CAVALRY, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**SCRIPTOR MORTIS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Malicious Quill	3	4+	4+	-	D3	Crit (Auto-wound)

⚙️ **Once Per Turn (Army), Your Hero Phase**

**SENTENCED TO ETERNAL**

**TORMENT:** *Once the true name of a judged enemy is recorded, their unending punishment is all but inescapable.*

**Declare:** Pick a visible enemy unit within 18" of this unit to be the target.

**Effect:** Roll a dice. On a 3+, the target has the **SENTENCED** keyword for the rest of the battle.

⚔️ **Once Per Turn (Army), End of Your Turn**

**JUDGE, JURY AND EXECUTIONER:**

*With a mere flick of a quill, sentenced souls are dragged to the underworlds.*

**Effect:** Roll a dice for each **SENTENCED** enemy unit on the battlefield. On a 4+, inflict an amount of mortal damage equal to the current battle round number on that **SENTENCED** unit.



KEYWORDS

HERO, INFANTRY, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHHAUNT WARSCROLL •  
**TOMB BANSHEE**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Piercing Scream	12"	D3	4+	3+	2	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Ancient Chill Dagger		3	4+	3+	2	D3	Crit (Auto-wound)

⚙️ **Once Per Turn (Army),  
Any Shooting Phase**

**GHOSTLY HOWL:** *There is no describing the shrieking wail of the Banshee; it is so horrific that its sound alone can pierce the soul of any who hear it.*

**Declare:** Pick an enemy unit that had any damage points allocated to it this turn by attacks made with this unit's **Piercing Scream** to be the target.

**Effect:** Roll a dice. On a 2+, the target cannot use commands until the start of your next turn.

● **Passive**

**CACOPHONY OF SORROW:** *The piercing scream of the Tomb Banshee amplifies the discordant shrieks of Myrmourn Banshees, breaking the resolve of even the bravest of soldiers.*

**Effect:** While there are any friendly **Myrmourn Banshees** units wholly within 12" of this unit, ignore positive modifiers to the control scores of enemy units within 12" of this unit.



KEYWORDS

HERO, INFANTRY, FLY, WARD (6+)

DEATH, NIGHHAUNT



• NIGHTHAUNT WARSCROLL •  
**KNIGHT OF SHROUDS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sword of Stolen Hours	5	4+	3+	1	2	Crit (Auto-wound)

**U** Passive

**STOLEN HOURS:** *The bearer of a Sword of Stolen Hours can steal vital energy from a foe and use it to increase their own power.*

**Effect:** Each time this unit uses a **FIGHT** ability, after that **FIGHT** ability has been resolved, **Heal (X)** this unit, where **X** is the number of damage points allocated to enemy units by combat attacks made as part of that **FIGHT** ability.

**X** Reaction: You declared a **FIGHT** ability for this unit

**INFANTRY OVERSEER:** *Each Knight of Shrouds was a mighty general in mortal life and still retains the ability to spur their soldiery to great feats of arms.*

**Effect:** Pick a friendly non-**HERO** **NIGHTHAUNT INFANTRY** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.



**KEYWORDS**

**HERO, INFANTRY, FLY, WARD (6+)**

**DEATH, NIGHTHAUNT**

• NIGHTHAUNT WARSCROLL •  
**KNIGHT OF SHROUDS**  
 ON ETHEREAL STEED



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sword of Stolen Hours	5	4+	3+	1	2	Crit (Auto-wound)
Ethereal Steed's Ghostly Hooves and Teeth	3	5+	3+	-	1	Crit (Auto-wound), Companion

**U** Passive

**STOLEN HOURS:** *The bearer of a Sword of Stolen Hours can steal vital energy from a foe and use it to increase their own power.*

**Effect:** Each time this unit uses a **FIGHT** ability, after that **FIGHT** ability has been resolved, **Heal (X)** this unit, where **X** is the number of damage points allocated to enemy units by combat attacks made as part of that **FIGHT** ability.

**X** Reaction: You declared a **FIGHT** ability for this unit

**CAVALRY OVERSEER:** *In life, the Knight of Shrouds commanded legions of devoted soldiers. In death, they turn their military genius to the command of shrieking spirits and vengeful phantasms.*

**Effect:** Pick a friendly non-**HERO NIGHTHAUNT CAVALRY** or **WAR MACHINE** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.



**KEYWORDS**

**HERO, CAVALRY, FLY, WARD (6+)**

**DEATH, NIGHTHAUNT**



• NIGHTHAUNT WARSCROLL •  
**CAIRN WRAITH**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cairnoch Scythe	6	4+	3+	1	2	Crit (Auto-wound)

**Passive**

**EAGER DEATH-DEALERS:** *The enthusiasm with which this faceless monster swings its cairnoch scythe is such that it drives nearby Grimghast Reapers into an unholy whirlwind of death.*

**Effect:** While this unit is in combat, add 1 to the Attacks characteristic of melee weapons used by friendly **Grimghast Reapers** while they are wholly within 12" of this unit.



KEYWORDS

HERO, INFANTRY, FLY, WARD (6+)

DEATH, NIGHTHAUNT





• NIGHTHAUNT WARSCROLL •  
**KRULGHAST  
 CRUCIATOR**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Phantasmal Torture	12"	4	3+	3+	2	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Talons and Flensing Knives		4	4+	3+	1	2	Crit (Auto-wound)

**U** Passive

**EMPOWERED THROUGH**

**EXCRUCIATION:** *Krulghast Cruciators draw power from the suffering of those around them, becoming beacons of death magic that make nearby Nighthaunt more difficult to banish.*

**Effect:** Ignore the first damage point that would be allocated to each friendly **NIGHTHAUNT** unit wholly within 12" of this unit in each phase.



KEYWORDS

HERO, INFANTRY, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**LORD EXECUTIONER**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Decapitating Greataxe	5	3+	3+	2	2	Anti-HERO (+1 Rend), Crit (Auto-wound)

⚙️ **Once Per Turn, Any Combat Phase**

**STARING DEATH IN THE FACE:** *The unwavering stare of a Lord Executioner seems to penetrate the victim's very soul.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 2+, subtract 1 from the Attacks characteristic of the target's melee weapons for the rest of the turn. In addition, if the target is a **HERO**, subtract 5 from the target's control score for the rest of the turn.



KEYWORDS

HERO, INFANTRY, FLY, WARD (5+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •

# DREADBLADE HARROWS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Dreadblade	4	4+	3+	1	2	Crit (Auto-wound)
Ethereal Steed's Ghostly Hooves and Teeth	3	5+	3+	-	1	Crit (Auto-wound), Companion

## ● Passive

**CURSE OF LOYALTY:** *Dreadblade Harrows are spectral knights who serve as cursed vassals for the commands of their masters.*

**Effect:** If this unit charged this turn, add 3 to the control scores of friendly **NIGHTHAUNT** units while they are wholly within 12" of this unit.

## ➤ Any Movement Phase

**PHANTASMAL DISCORPORATION:** *Dreadblade Harrows are able to disappear in a spectral mist.*

**Effect:** Remove this unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS

CORE



KEYWORDS

CAVALRY, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**GUARDIAN  
 OF SOULS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Chill Blade	3	4+	3+	1	2	Crit (Auto-wound)

Passive

**NIGHTMARE LANTERN:** *The cursed light of Nagashizzar bound within a nightmare lantern invigorates the dark souls of any Nighthaunt it illuminates.*

**Effect:** While this unit is in combat, add 1 to wound rolls for combat attacks made by friendly **NIGHTHAUNT** units while they are wholly within 12" of this unit.



KEYWORDS

HERO, WIZARD (1), INFANTRY, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**PYREGHEISTS**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gout of Balefire	10"	2	4+	4+	1	1	Crit (Auto-wound), Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Flaming Weapons		2	4+	4+	-	1	Crit (Auto-wound)

⚙️ **End of Any Turn**

**LIGHT A PYRE:** *Arcane loci are set ablaze by the Pyregheists, who direct those deadly witchfires with terrible efficacy.*

**Declare:** If this unit is contesting an objective, pick a visible enemy unit within 6" of this unit to be the target.

**Effect:** Roll a D3. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll.
- Add a number equal to the roll to this unit's control score for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION (1/8), FLY, WARD (6+)

DEATH, NIGHTHAUNT



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**SPIRIT TORMENT**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Shacklegheist Chains	5	4+	3+	1	2	Crit (Auto-wound)

Passive

**CAPTURED SOUL ENERGY:** *The chains and padlocks carried by Spirit Torments can capture spirits and reshape them into raw amethyst power to aid their minions.*

**Effect:** Each time a friendly NIGHTHAUNT unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.



HERO, INFANTRY, FLY, WARD (6+)

KEYWORDS

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**GRIMGHAST  
 REAPERS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Slasher Scythe	2	4+	3+	1	1	Anti-INFANTRY (+1 Rend), Crit (Auto-wound)

**✂ Passive**

**REAPED LIKE CORN:** *The scythes wielded by these ghostly warriors can be swung in great sweeping arcs, cutting down whole enemy ranks.*

**Effect:** This unit's combat attacks score critical hits on unmodified hit rolls of 5+ while the target unit has 5 or more models.



**KEYWORDS**

INFANTRY, CHAMPION, FLY, WARD (6+)

DEATH, NIGHTHAUNT



# • NIGHTHAUNT WARSCROLL • CHAINGHOSTS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ghastflails	12"	2	4+	3+	2	1	-
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Ghastflails	2	4+	3+	2	1	Crit (Auto-wound)	

## ⚔ Your Combat Phase

### ANOTHER LINK IN THE CHAIN:

*Chainghosts act as conduits for Spirit Torments, ensuring all nearby Nighthaunt are invigorated by deathly energies.*

**Effect:** Roll a dice. Add 1 to the roll if this unit is wholly within 12" of any friendly **Spirit Torments**. On a 3+, for the rest of the turn, add 1 to hit rolls for combat attacks made by friendly **NIGHTHAUNT** units while they are wholly within 12" of this unit.



KEYWORDS

INFANTRY, FLY, WARD (6+)

DEATH, NIGHTHAUNT





• NIGHTHAUNT WARSCROLL •  
**CHAINRASPS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Malignant Weapon	2	4+	5+	-	1	Crit (Auto-wound)

**Passive**

**CHILLING HORDE:** *When the enemy is frozen in fear, the Chainrasps effortlessly drag any who withstand their assault into the underworlds.*

**Effect:** Add 1 to wound rolls for this unit's combat attacks if it charged in the same turn.



KEYWORDS

INFANTRY, CHAMPION, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**BLACK COACH**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Soulreach Grasp	10"	2	4+	3+	2	2	Crit (Auto-wound), Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Wraith Weapons		5	3+	3+	2	2	Crit (Auto-wound)
Relic Bearers' Spectral Claws		6	4+	4+	-	1	Crit (Auto-wound), Companion
Ethereal Steeds' Ghostly Hooves and Teeth		8	5+	3+	-	1	Crit (Auto-wound), Companion

### ⚡ Any Charge Phase

**RUNAWAY COACH:** *This nightmare-drawn carriage crushes any who attempt to withstand its momentum.*

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage equal on the target equal to the roll.

### ➤ Your Movement Phase

**NIMBUS OF POWER:** *Dark magic lends the vehicle blurring speed that allows it to disappear, only to reappear in a more advantageous position.*

**Effect:** If this unit is not in combat, remove it from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS

CORE

### 🚩 End of Any Turn

**EVOCATION OF DEATH:** *The dormant occupant feeds upon the energies of death and uses them to bring spectral champions back from the underworlds.*

**Declare:** If this unit destroyed any enemy units this turn, pick a friendly non-**UNIQUE NIGHTHAUNT HERO** that has been destroyed.

**Effect:** Set up a replacement unit wholly within 12" of this unit. The replacement unit can only be set up in combat with enemy units that are in combat with this unit.

KEYWORDS

WAR MACHINE, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •

# CRAENTHRONE GUARD

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Soulhunter's Crossbow	16"	2	4+	3+	1	1	Crit (Auto-wound)
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Wicked Sidearm	2	4+	4+	-	1	Crit (Auto-wound)	

## Passive

**SPECTRAL BOLTS:** *These bolts flicker between the domains of life and death, passing through stone and steel effortlessly until they reach their target.*

**Effect:** This unit can pick enemy units to be the targets of shooting attacks even if they are not visible to this unit. In addition, ignore negative modifiers to hit rolls for this unit's shooting attacks.



## KEYWORDS

INFANTRY, CHAMPION, STANDARD BEARER (1/5), FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**BLADEGHEIST  
 REVENANTS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Tomb Greatblade	2	3+	3+	1	1	Crit (Auto-wound)

**Passive**

**THRASHING DESPERATION:** *Twisting and whirling with deadly sweeps of their swords, Bladegheist Revenants become a ghastly storm of violence against terrified enemies.*

**Effect:** If this unit charged this turn, add 1 to the Attacks characteristic of this unit's melee weapons for the rest of the turn.



**KEYWORDS**

INFANTRY, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •

# GLAIVEWRAITH STALKERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hunter's Glaive	2	4+	3+	1	1	Charge (+1 Damage), Crit (Auto-wound)

☼ **Once Per Battle (Army), Deployment Phase**

**THE POINT OF DEATH:** *The glaives wielded by these long-dead warriors always point compass-like towards their prey.*

**Declare:** Pick an enemy unit to be the target.

**Effect:** The target has the **STALKED** keyword for the rest of the battle.

➤ **Reaction:** You declared a **CHARGE** ability for this unit and a **STALKED** enemy unit is within 12" of it

**UNERRING HUNTERS:** *These spectral hunters will hound their prey until the very end of existence itself.*

**Effect:** Add 2 to charge rolls for this unit made as part of that ability, but this unit must end the move in combat with the **STALKED** enemy unit.



KEYWORDS

INFANTRY, MUSICIAN (1/4), FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**MYRMOURN  
 BANSHEES**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Chill Dagger	2	4+	3+	2	D3	Crit (Auto-wound)

⚙️ Reaction: Opponent declared a SPELL ability

**SPELL-EATERS:** *These spirits were once wizards, but they failed to pay proper respect to Nagash and are now cursed to agonisingly withstand the magic of others.*

**Effect:** If a friendly NIGHTHAUNT unit wholly within 12" of this unit was picked to be the target of that spell, this unit can use the 'Unbind' ability as if it had WIZARD (1). Add 1 to the unbinding roll for that ability. If the spell is unbound, inflict D3 mortal damage on the caster.



KEYWORDS

INFANTRY, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**SPIRIT HOSTS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spectral Claws and Daggers	6	4+	4+	-	1	Crit (Auto-wound)

**U** Passive

**DRAWN TO WAR:** *When the champions of the Nighthaunt muster their processions for battle, Spirit Hosts flock to join their cause, serving as useful fodder for the enemy.*

**Effect:** Friendly NIGHTHAUNT INFANTRY HEROES have WARD (4+) while they are wholly within this unit's combat range.



KEYWORDS

INFANTRY, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHHAUNT WARSCROLL •  
**DREADSCYTHE  
 HARRIDANS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Scythed Limbs	3	4+	4+	1	1	Crit (Auto-wound)

**Passive**

**MURDEROUS BLOODLUST:** *The more blood that flows, the more aggressive the Dreadscythe Harridans become, recklessly slashing and stabbing in a flurry of violence.*

**Effect:** Add 1 to hit rolls and wound rolls for this unit's combat attacks while it is in combat with any damaged enemy units or while it is in combat with any enemy units that had any models slain in the same turn.

**Passive**

**HARROWING SHRIEK:** *Even the bravest might quail upon hearing the unnerving shriek issued by the bloodthirsty Dreadscythe Harridans.*

**Effect:** If this unit charged in the same turn, subtract 1 from wound rolls for attacks made by enemy units while they are in combat with this unit.



**KEYWORDS**

INFANTRY, CHAMPION, FLY, WARD (6+)

DEATH, NIGHHAUNT





• NIGHTHAUNT WARSCROLL •  
**HEXWRAITHS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spectral Scythe	2	4+	4+	1	1	Charge (+1 Damage), Crit (Auto-wound),
Ethereal Steed's Ghostly Hooves and Teeth	3	5+	3+	-	1	Crit (Auto-wound), Companion

⚔ Any Charge Phase

**SPECTRAL HUNTERS:** As the Hexwraiths ride down their chosen prey, their targets are subject to the phantasmal cavalry's life-leeching powers.

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

CAVALRY, CHAMPION, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**MORTALIS  
 TERMINEXUS**

⚙️ **Your Hero Phase**

**KEEPER OF MORTALITY:** *A Mortalis Terminexus is a catalyst of deathly magic that invigorates surrounding Nighthaunt.*

**Declare:** Pick a visible friendly **NIGHTHAUNT** unit within 3" of this **MANIFESTATION** to be the target.

**Effect:** Roll a dice. On a 2+, pick 1 of the following effects:

- Add 1 to run rolls and charge rolls for target for the rest of the turn.
- **Heal (3)** the target.



**KEYWORDS**

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

DEATH, NIGHTHAUNT



• NIGHTHAUNT WARSCROLL •  
**VAULT OF SOULS**

**Passive**

**SIPHON SOULS:** *This summoned chest siphons souls, filling itself to overflowing with the rich spirits of mortalkind.*

**Effect:** Each time a model (friendly or enemy) is slain within 12" of this **MANIFESTATION**, give this **MANIFESTATION** a **soul point**, to a maximum of 6.

**End of Any Turn**

**SOUL ERUPTION:** *Should a Vault of Souls glut itself too greedily, the captured spirits within will burst free, tearing at those nearby in their desperation to escape.*

**Declare:** If this **MANIFESTATION** has 6 **soul points**, pick any number of enemy units within 6" of this unit to be the targets.

**Effect:** Roll a dice for each target. On a 3+, inflict an amount of mortal damage on the target equal to the roll. Then, reset this **MANIFESTATION**'s **soul points** to 0.



**KEYWORDS**

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

DEATH, NIGHTHAUNT



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**SHYISH REAPER**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Almighty Reap	1	3+	2+	2	4	-

Passive

**SOUL REAPER:** *A Shyish Reaper is always on the hunt for souls, sweeping through its prey to cleave flesh and rip away the spirit, sending it screaming into the underworlds.*

**Effect:** Add 2 to the Attacks characteristic of this **MANIFESTATION**'s **Almighty Reap** if it charged in the same turn.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

DEATH, NIGHTHAUNT

# SPEARHEAD



## NIGHTHAUNT SLASHER HOST

This Spearhead army consists of the following units:

### GENERAL

◆ Knight of Shrouds

### UNITS

- ◆ 3 Spirit Hosts
- ◆ 5 Grimghast Reapers
- ◆ 5 Grimghast Reapers
- ◆ 10 Chainrasps
- ◆ 10 Chainrasps



The spectral warriors of a Slasher Host crave the tearing sensation of their blades and talons biting deep into mortal victims, slicing through flesh to rend the very soul beneath. Inflicting terror and agony is their only delight, for their very existence is a punishment ordained by the Great Necromancer, Nagash.

Slasher Hosts are frenzied gatherings fuelled by spite, and the grim aura of command projected by a Knight of Shrouds is required in order to focus their malice upon Nagash's enemies. Raising their rusted blade to the skies, this traitor-general orders floods of Chainrasps and Grimghast Reapers forth. These spirits fall upon the living in a surging mass, letting the missiles and panicked sword-strokes of their prey pass harmlessly through their incorporeal bodies as they claw open throats and pierce hearts.

Such awful slaughter drowns the battlefield in a potent haze of Shyishan magic, drawing forth the horrible agglomerations known as Spirit Hosts – gestalt entities formed from dozens of displaced souls that feed upon the death-gasps of those impaled upon their phantasmal talons.

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*'Come hither, mortal. An eternity of suffering awaits thee.'*

– Galembrecht, Knight of Shrouds

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## BATTLE TRAITS

### Any Charge Phase

**WAVE OF TERROR:** *Many foes freeze in fear when faced by a swarming Nighthaunt charge.*

**Declare:** Pick a friendly unit to use this ability if it charged this phase and the charge roll was 10+. Then, pick an enemy unit within 1" of it to be the target.

**Effect:** The target has **STRIKE-LAST** this turn.

### Passive

**ETHEREAL:** *Nighthaunt spirits can only be harmed by blows delivered with great conviction.*

**Effect:** Ignore all modifiers to save rolls for friendly units (positive and negative).



Chainrasps

**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

**✕ Start of the First Battle Round**

**DEATH STALKERS:** *These spectral killers relentlessly hunt down quarry whose names have been whispered to them in darksome rites.*

**Declare:** Pick an enemy unit on the battlefield.

**Effect:** Add 1 to the Rend characteristic of melee weapons used for attacks that target that unit.

**U Passive**

**CHORUS OF TERROR:** *Warriors are frozen in place by the shrieks of the Nighthaunt as they wash over the enemy lines in a wave of terror.*

**Effect:** Subtract 1 from hit rolls for combat attacks that target a friendly unit that charged in the same turn.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

**U End of Any Turn**

**SOULFIRE RING:** *Gouts of lashing green flames leap forth from this ring as it consumes the souls of those slain by the wearer.*

**Effect:** If any models were slain by your general this turn, **Heal (D6)** your general.

**U Passive**

**CLOAKED IN SHADOW:** *Eerily intangible, this spirit's ethereal form fades in and out of existence like some wispy cloud of supernatural mist.*

**Effect:** No more than 1 enemy unit can target your general with attacks (shooting or combat) per phase.

**Once Per Battle, Your Hero Phase**

**BEACON OF NAGASHIZZAR:** *This malignant light summons departed souls.*

**Effect:** Return 1 slain model to each friendly unit on the battlefield.

**✕ Passive**

**SHADOW'S EDGE:** *It is impossible to tell if this ebon blade is corporeal or mere shadow, yet its touch tears through flesh and bone with ease.*

**Effect:** Your general's **Sword of Stolen Hours** has **Crit (Mortal)**.

• SPEARHEAD WARSCROLL •

# KNIGHT OF SHROUDS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Sword of Stolen Hours	5	4+	3+	1	2	Crit (Auto-wound)

## Your Hero Phase

**DISCORPORATE:** *This spectral overseer gives the order for their warriors to flicker between the realms of the living and dead.*

**Declare:** Pick a friendly unit wholly within 9" of this unit to be the target.

**Effect:** Until the start of your next turn, the target has **WARD** (5+).



KEYWORDS

HERO, INFANTRY, FLY, WARD (6+)

MOVE  
8"  
HEALTH 5  
4+ SAVE  
2  
CONTROL

Each Knight of Shrouds is an arch-traitor who abandoned their oaths and their people rather than fight an unwinnable war against the legions of Nagash. In return, the Great Necromancer bound them eternally in his service, making use of their vicious skill in warfare to further subjugate the living. Wielding the Sword of Stolen Hours that marks their rank, a Knight of Shrouds cuts down those they once swore to protect, each killing stroke accompanied by a fresh rush of self-loathing. Should the enemy mount a stalwart counter-attack, they will order their minions to disincorporate entirely, the blades of the foe finding no purchase upon them until the danger is passed.



	MOVE	
HEALTH	8"	SAVE
3		4+
	1	
	CONTROL	

Spirit Hosts are formed from a mass of lesser gheists, bound together by a need to consume the energies of death. Drawn to the battlefield's feast of morbid energies, they possess neither individuality nor recognisable form, but this does not make them any less deadly as they sweep across the battlefield, their grasping claws and rusting blades passing through physical armour to wound their prey's very essence.

• SPEARHEAD WARSCROLL •

# SPIRIT HOSTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Spectral Claws and Daggers	6	4+	4+	-	1	Crit (Auto-wound)

### Passive

**DRAWN TO WAR:** *When the champions of the Nighthaunt muster their processions for battle, Spirit Hosts flock to join their cause, serving as useful fodder for the enemy.*

**Effect:** Your general has **WARD (4+)** while they are within 1" of this unit.



KEYWORDS

INFANTRY, FLY, WARD (6+)

• SPEARHEAD WARSCROLL •

# GRIMGHAST REAPERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Slasher Scythe	2	4+	3+	1	1	Crit (Auto-wound)

✂ Passive

**REAPED LIKE CORN:** *The scythes wielded by these ghostly warriors can be swung in great sweeping arcs, cutting down whole ranks of enemy warriors.*

**Effect:** Combat attacks made by this unit score critical hits on unmodified hit rolls of 5+ if the target unit has 5 or more models.



KEYWORDS

INFANTRY, FLY, WARD (6+)

MOVE  
8"

HEALTH 1

SAVE 4+

CONTROL 1

In life, the beings known as Grimghast Reapers considered themselves subtle plotters and assassins, who changed the fortune of entire kingdoms with the stroke of a blade. Now they kill indiscriminately at the behest of the Great Necromancer, unable to witness the awful carnage they are wreaking with each great sweep of their scythes due to the blindfolds that rob them of their witchsight.

MOVE		8"	
HEALTH	1	5+	SAVE
CONTROL		1	

Chainrasps are twisted and tormented entities, fashioned from the souls of criminals and transformed into the footsoldiers of Nagash's spectral hosts. Sweeping forth in a groaning, clattering mass, they overwhelm their living prey with sheer numbers, dragging them down to the underworlds to share their own grim fate.

• SPEARHEAD WARSCROLL •

# CHAINRASPS



⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Malignant Weapon	2	4+	5+	-	1	Crit (Auto-wound)

⚔ Passive

**CHILLING HORDE:** *When the enemy is frozen in fear, the Chainrasps effortlessly drag to the underworlds any who face their assault.*

**Effect:** Add 1 to wound rolls for combat attacks made by this unit if it charged in the same turn.



KEYWORDS

INFANTRY, FLY, REINFORCEMENTS, WARD (6+)