NIGHTHAUNT
CURSED SHACKLEHORDE

This Spearhead army consists of the following units:

GENERAL
- Spirit Torment

UNITS
- 2 Chainghasts
- 5 Bladegheist Revenants
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- 5 Dreadscythe Harridans
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- 2 Dreadblade Harrows



When the Nighthaunt mass for war, they coalesce around places of death, preceded by the reek of the grave and the wailing of the condemned. Upon sensing the living, they descend in a frenzied and fast-moving horde. Blades pass through their incorporeal forms and arrows fail to find purchase. Horror swiftly follows as the gheists close in, eager to swell their spectral ranks. Cursed Shacklehordes are despatched specifically for this purpose, impelled to capture souls to drag to the lightless gaols of the underworlds.

Shacklehordes are summoned around their Spirit Torment, a baleful entity who is attended by a pair of Chainghasts. Lingering on the periphery of battle, this unholy triumvirate empowers the horde before drifting in with chains and ghastflails swinging. The brutal enforcers of the host are the Bladegheists, who slay their victims in frenzied gyres. Any who withstand their crazed rampages are dealt with by the shredding limbs of the Dreadscythe Harridans. The shrieking cries of these fell maidens shatter the resolve of any survivors, before the swift-moving Dreadblade Harrows sweep in on their ethereal steeds to seal the fate of those who would resist the dead.

'Do you hear it? The call of the grave? Heed the rattle of chains, the scrape of cold iron, and know it presages your demise.'

– Rathek Lasp, the Grimshackle Ghast



Cursed Shacklehordes are forces drenched in foreboding, spectral abductors who fall upon their enemies with merciless abandon, eager to drag them screaming into the depths of the underworlds.

BATTLE TRAITS

SPECTRAL PROCESSION
1 of your **Bladegheist Revenants** units and 1 of your **Dreadscythe Harridans** units start the battle in reserve. From the second battle round onwards, you can use the following ability:

Once Per Turn (Army), Your Movement Phase

CACKLING ARRIVAL: *Whether diving from the skies or rising suddenly from the very ground, a host of gheists catches the foe unaware.*

Declare: Pick 1 of your units in reserve.

Effect: Set up that unit anywhere on the battlefield more than 6" from all enemy units.

Passive

ETHEREAL: *Nighthaunt spirits can rarely be harmed by blows delivered by those caught in the grip of a spiritual terror.*

Effect: Ignore negative modifiers to save rolls for friendly units.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Any Hero Phase

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

Declare: Pick a friendly unit to be the target.

Effect: Roll a dice. On a 3+, add 1 to save rolls for the target for the rest of the turn.

Once Per Turn (Army), End of Any Turn

MOUNTING DREAD: *The wails and shrieks of the Nighthaunt are a continuous assault on the courage of those who face them in battle.*

Declare: Pick a friendly unit to be the target.

Effect: Roll a dice. On a 2+, subtract the current battle round number from the control scores of enemy units while they are in combat with the target.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Your Hero Phase

UNHOLY VISAGE: *Even the mightiest feel a glimmer of fear in the face of this creature's unutterably foul appearance.*

Declare: Pick a visible enemy unit within 6" of your general to be the target.

Effect: Roll a dice. On a 3+, the target must immediately use a **RETREAT** ability as if it were the enemy movement phase.

Once Per Battle, Any Combat Phase

TALES OF HORROR: *Desertions are all too common when battling this spectral terror.*

Declare: Pick an enemy **INFANTRY** or **CAVALRY** unit within 6" of your general to be the target.

Effect: For the rest of the battle, if the target is replaced using the 'Call for Reinforcements' ability, halve the number of models in the replacement unit, rounding up.

Any Combat Phase

DEATHLY POSSESSOR: *In a flash of balefire, the Nighthaunt vanishes. An instant later, a nearby foe's eyes glow with spectral power and they lash out at their allies, cackling in a voice not their own.*

Declare: Pick an enemy **HERO** within 12" of your general to be the target, then pick another enemy unit within the target's combat range to be the victim.

Effect: Roll a D3. On a 2+, pick one:
- Inflict mortal damage on the target equal to the roll.
- Inflict mortal damage on the victim equal to the roll.

Once Per Battle, Any Hero Phase

SPECTRAL HOWL: *A soul-shattering howl pierces the din of battle, rooting the enemy in place.*

Declare: Pick an enemy unit within 12" of your general to be the target.

Effect: For the rest of the turn, subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1.



• SPEARHEAD WARSCROLL •

SPIRIT TORMENT

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Shacklegheist Chains	5	4+	3+	1	2	Crit (Auto-wound)

Your Hero Phase

CAPTURED SOUL ENERGY: *The Spirit Torment of a Cursed Shacklehorde uses the souls captured in their padlock to imbue their minions with deathly might.*

Declare: Pick a friendly unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, add 1 to wound rolls for the target's combat attacks for the rest of the turn.



The Spirit Torments are Nagash's spectral gaolers. Lords of the Great Oubliette, a continent-sized underworld honeycombed with freezing dungeons and pitch-black cells, they trammel the life force of the slain into the massive padlocks they bear. Escape from these eldritch clasps is all but impossible – it is said they are even able to capture the discorporating energies of Stormcast Eternals before they can return to the heavens.

KEYWORDS: Hero, Infantry, Fly, Ward (5+)



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CHAINGHASTS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ghastflails	12"	2	4+	3+	2	1	Crit (Auto-wound)
MELEE WEAPONS		**Attacks**	**Hit**	**Wound**	**Rend**	**Damage**	**Ability**
Ghastflails		2	4+	3+	2	1	Crit (Auto-wound)

Your Combat Phase

ANOTHER LINK IN THE CHAIN: *Chainghasts 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 units while they are wholly within 12" of this unit.



Chainghasts are the servants and enforcers of the Great Oubliette. They are wrought from the soul-stuff of those who beseeched the gods to free them from imprisonment, whether it was justified or otherwise, but did not include Nagash in their entreaties. Their punishment was to retain a dim sliver of awareness, just enough to desire their liberty, yet be bound to obey and assist more powerful gheists in the capturing of souls.

KEYWORDS: Infantry, Fly, Ward (5+)



To be trapped in the jaws of death is to find a frantic, animalistic strength. It is a wild energy born of primal fear, usually accompanied by tight-throated screaming that seeks to deny oblivion with every iota of the sufferer's soul. The beings known as Bladegheist Revenants are born of that terminal state; indeed, they are trapped in it, unable to escape those final moments.

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BLADEGHEIST REVENANTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Tomb Greatblade	2	3+	3+	1	1	Crit (Auto-wound)

Passive

THRASHING DESPERATION: *Only the bravest and most determined of charges can get within striking range of the veritable wall of thrashing blades that are the Bladegheist Revenants.*

Effect: While this unit contests an objective you control, enemy units cannot end a charge move within ½" of this unit unless the unmodified charge roll was 5 or more.

KEYWORDS	Infantry, Fly, Ward (5+)



Dreadscythe Harridans were healers and alms-givers in life. Upon their deaths, the Great Necromancer wrought a horrific transformation upon them, turning their hands into wicked scythe-blades that would instead lacerate and maim the flesh that they may once have sought to carefully stitch and soothed.

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DREADSCYTHE HARRIDANS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Scythed Limbs	3	4+	4+	1	1	Crit (Auto-wound)

Passive

HARROWING SHRIEKS: *The chilling cries of the Dreadscythe Harridans drive all hope from the hearts of their foes.*

Effect: Enemy units cannot be healed or have slain models returned to them while they are in combat with this unit.



KEYWORDS	Infantry, Fly, Ward (5+)



Dreadblade Harrows were once noble cavaliers in the service of an officer destined to become a Knight of Shrouds. They stood by whilst their master betrayed their office, their people, even life itself. Outriders and bodyguards for the monarchy of the dead, they have become the Knights of Regret, riding incorporeal on the winds of Shyish to slay, discorporate and slay again without the slightest remorse.

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DREADBLADE HARROWS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	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

Once Per Battle, Your 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 6" from all enemy units.

KEYWORDS	Cavalry, Fly, Ward (5+)