

SCOURGE OF AQSHY

FACTION RULES: NIGHTHAUNT

ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

RELICS OF THE UNDERWORLDS (HERO only)

⚙ Once Per Battle, Your Movement Phase

TOME OF THE RESTLESS CRYPTS: *This volume holds the secrets to calling forth more hungry mausoleums.*

Effect: If there are fewer than 3 friendly **Nexuses of Grief** on the battlefield, set up a **Nexus of Grief** within 3" of a friendly **NIGHTHAUNT** unit, more than 3" from all objectives and enemy units, more than 1" from all other terrain features, and more than 12" from all other friendly **Nexuses of Grief**.

🚩 Any Combat Phase

ETHEREAL FETTERS: *Spectral chains erupt from this Nighthaunt's form to temporarily shackle the souls of nearby foes, ensuring they cannot escape.*

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

Effect: For the rest of the turn, if possible, this unit must be picked to be the target of pile-in moves made by the target.

🚩 Any Combat Phase

URN OF DESPONDENCY: *From this funerary urn emerge swirling spirits that feed upon negative emotions. Empowered by resentment, they become as a spectral whirlwind, speeding the bearer to new sources of suffering.*

Effect: Spend up to 3 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Then, roll XD6, where X is the number of **rage dice** spent. This unit can move a distance in inches up to the roll but must end that move in combat with a damaged enemy unit and/or an enemy unit that has fewer models than its starting size.

CRIMES OF THE CONDEMNED

Crimes of the Condemned are unique enhancements that can be given to non-HERO **NIGHTHAUNT INFANTRY** or **CAVALRY** units. A unit can only have 1 Crime of the Condemned.

⚙ Passive

VOCIFEROUS DEFAMERS: *These wretches denied the Great Necromancer's arcane might; as punishment, they are beholden to Nagash's mages.*

Effect: Add 1 to casting rolls for friendly **NIGHTHAUNT WIZARDS** while they are wholly within 12" of and visible to this unit. Add 2 to casting rolls instead if this unit is also in combat with an enemy **WIZARD** or **PRIEST**.

🚩 Passive

BACKSTABBING BETRAYERS: *Condemned to eternal solitude for their traitorous deeds, these spectres take out their loneliness on the enemy.*

Effect: Add 1 to the Attacks characteristic of this unit's melee weapons while it is more than 12" from all other friendly **NIGHTHAUNT** units.

🚩 Reaction: You declared a FIGHT ability for this unit

COWARDS AND DESERTERS: *Fearful and craven in life, these gheists continue to flee from their enemies beyond the grave.*

Effect: After that **FIGHT** ability has been resolved, roll a dice. You can spend 1 **rage dice**. If you do:

- Add 1 to the roll.
- If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

On a 3+, this unit can move a distance up to its Move characteristic. It can move through the combat ranges of enemy units but cannot end that move in combat.

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

BLACK COACH



Careening through the ash-choked skies of the Great Parch and trailing ectoplasm that glows eerily in the smog, the Black Coach closes in on the foe with unholy speed as its attendants lash out with spectral weapons.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Wraith's Spectral Weapons Charge (+1 Damage), Crit (Auto-wound)	5	3+	3+	2	2
Black Coach's Iron-shod Wheels Crit (Auto-wound), Companion	8	4+	3+	2	2

⚙ Once Per Turn (Army), Any Hero Phase

SPECTRAL ATTENDANTS: The spectral attendants of the Black Coach bear potent artefacts, usually the possessions with which the occupant was interred. These can greatly empower the coach itself or imbue it with an aura of death magic that invigorates nearby Nighthaunt.

Effect: Pick 1 of the following to apply for the rest of the turn:

Noble Blade: This unit's melee weapons, including **Companion** weapons, have **Crit (Mortal)** instead of **Crit (Auto-wound)**.

Unholy Grail: Each time a friendly **NIGHTHAUNT** unit wholly within 12" of this unit uses the 'Rally' command, you receive 3 additional rally points.

Tome of Undead Lore: This unit has **WIZARD (1)**.

🛡 Once Per Turn (Army), Any Hero Phase

ONE STOP, NO RETURN: A Black Coach bears down upon its target at the appointed hour, flaming hoofprints burning the skies. Where it arrives, soul-numbing terror is brought with it.

Declare: Pick an objective you do not control to be the target.

Effect: For the rest of the turn, while enemy units are contesting the target objective, attacks made by those units cannot score critical hits while this unit is also contesting it (treat them as regular hits instead).

➡ Your Charge Phase

SPECTRAL CARRIAGE: Unimpeded by physical obstacles due to its phantasmal form and carried upon spectral winds, a Black Coach hurtles towards its victims with horrifying swiftness.

Effect: For the rest of the phase, add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.

KEYWORDS

WAR MACHINE, FLY, WARD (5+)

DEATH, NIGHTHAUNT

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SPIRIT HOSTS



Semi-sentient clusters of the unquiet dead, Spirit Hosts coalesce around the battlefields and graveyards of the Bright Realm, hungering for the stuff of death. To look upon them is to feel the icy trickle of primal fear down one's spine.

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

⚙ Once Per Turn (Army), Any Combat Phase

TERRIFYING SPECTRES: So utterly petrifying are the Spirit Hosts that the foe cannot take their eyes off their dreadful forms, granting other gheists the opportunity to land a telling blow.

Declare: Pick an enemy unit in combat with this unit to be the enemy target. Then, you can pick a friendly **NIGHTHAUNT HERO** in combat with the enemy target to be the friendly target.

Effect: You can spend 1 **rage dice**. If you do:

- Apply the effect below.
 - If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.
- Otherwise, roll a dice. On a 3+, apply the effect below.

For the rest of the turn:

- Subtract 1 from hit rolls for attacks made by the enemy target that do not target this unit.
- Ignore positive modifiers to hit rolls for the enemy target's attacks.
- If you picked a friendly target, add 1 to the Damage characteristic of its melee weapons for attacks that target the enemy target.



KEYWORDS

INFANTRY, FLY, WARD (5+)

DEATH, NIGHTHAUNT