

SCOURGE OF GHYRAN

FACTION RULES: NIGHTHAUNT

BATTLE FORMATIONS

Add the following battle formations to those in the Nighthaunt faction rules.

HUNGRY NEXUS

⚔ Once Per Turn (Army), End of Enemy Turn

GREEDY FOR SOULS: *A Nexus of Grief's bricks fly apart and its metal rails extend outwards like a grasping claw, dragging it ever nearer to living, breathing victims.*

Declare: Pick a friendly **Nexus of Grief** to be the target.

Effect: For the rest of the turn, the target has a Move characteristic of 3". It can immediately move up to 3" and can move into combat but cannot end that move on a terrain feature or within 3" of an objective.

DEATHRUST GHEISTS

⚔ Once Per Turn (Army), Enemy Hero Phase

BLADES OF ETERNAL RUST: *The weapons of these Nighthaunt constantly shed flakes of spectral rust that cause whatever physical substance they come to rest upon to corrode in moments.*

Declare: Pick an enemy unit that is in combat with any friendly **NIGHTHAUNT** units to be the target.

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

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 DOLORUM (HERO only)

U Passive

STAVE OF SUFFERING: *This staff drinks in the misery and pain of nearby living things and converts it into powerful magic that can be harnessed by Nighthaunt spellcasters.*

Effect: While this unit is within 12" of any damaged enemy units or enemy units that have had any models slain, add 1 to casting rolls for friendly **NIGHTHAUNT** units while they are wholly within 12" of this unit.

⚔ Your Hero Phase

AMULET OF WAKING NIGHTMARES: *This loathsome amulet afflicts harrowing visions on a chosen victim, whose subsequent throat-rending screams allow Nighthaunt marksmen to locate their target no matter where they hide.*

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

Effect: Roll a dice. On a 3+, for the rest of the turn, the target cannot be affected by the 'Guarded Hero' ability or the 'Obscuring' terrain ability.

⚔ Passive

TOMBSTONE OF THE PENITENT: *This tombstone, chained to the gheist cursed to bear it, begins to burn with spectral flames as the land around them is suffused with deathly energies.*

Effect: Add 1 to the Attacks characteristic of this unit's melee weapons for each non-**FACTION TERRAIN** terrain feature that is being contested by friendly units, to a maximum of 8.



SCOURGE OF GHYRAN

• SCOURGE OF GHYRAN WARSCROLL •

KURDOSS VALENTIAN THE CRAVEN KING



Kurdoss Valentian is a malevolent spirit known to all as the Craven King. This mocking epithet belies a cunning mind, for few can rival Valentian's grasp of strategy and ruthless will to win. His mistress, Lady Olynder, has demanded that Ghyran be drowned in terror and her word is Valentian's command. Brandishing his great sceptre, he orders his gheist armies into battle, his traitorous legacy inspiring them to commit fell deeds of their own.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Sepulchral Sceptre Crit (Auto-wound)	5	3+	3+	2	3

✂ Passive

INESCAPABLE MOCKERY: *There is no respite from the unrelenting harassment afforded to Kurdoss by his hated attendants. The only satisfaction that remains to this embittered conqueror is the spectacularly petty obliteration of any lesser enemies he finds himself face-to-mask with.*

Effect: Add 1 to hit rolls and wound rolls for this unit's combat attacks that target an enemy unit that has a lower Control characteristic than this unit.

⚙ Any Combat Phase

A TRAITOR'S LEGACY: *The continued declaration of Valentian's horrifically wicked deeds in life can often give nearby gheists particularly grim inspiration of what horrors to inflict upon the living.*

Declare: If this unit is in combat, pick a visible friendly **NIGHTHAUNT** unit wholly within 12" of this unit to be the target.

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

Regicide and Kinslaying: The target's melee weapons have **Anti-HERO (+1 Rend)**.

Usurpation and Larceny: Add 5 to the target's control score.

Sedition and Betrayal: Enemy units cannot use commands while they are in combat with the target.

KEYWORDS

UNIQUE, HERO, INFANTRY, FLY, WARD (5+)

DEATH, NIGHTHAUNT

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BLACK COACH



Thundering through the Ghyranite forests and leaving a screaming trail of ectoplasm in its wake, a Black Coach is both bone-shattering war machine and unholy shrine. Its ghostly attendants screech blood-curdling threats as they brandish swords, tomes and necromantic relics – possessions of the undead tyrant who lies dormant within a coffin atop the great hearse.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Wraiths' 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: Pick a friendly **NIGHTHAUNT** unit wholly within 12" of this unit. Each time that 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, they cannot score critical hits while this unit is also contesting it (hit rolls that would be critical hits score 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