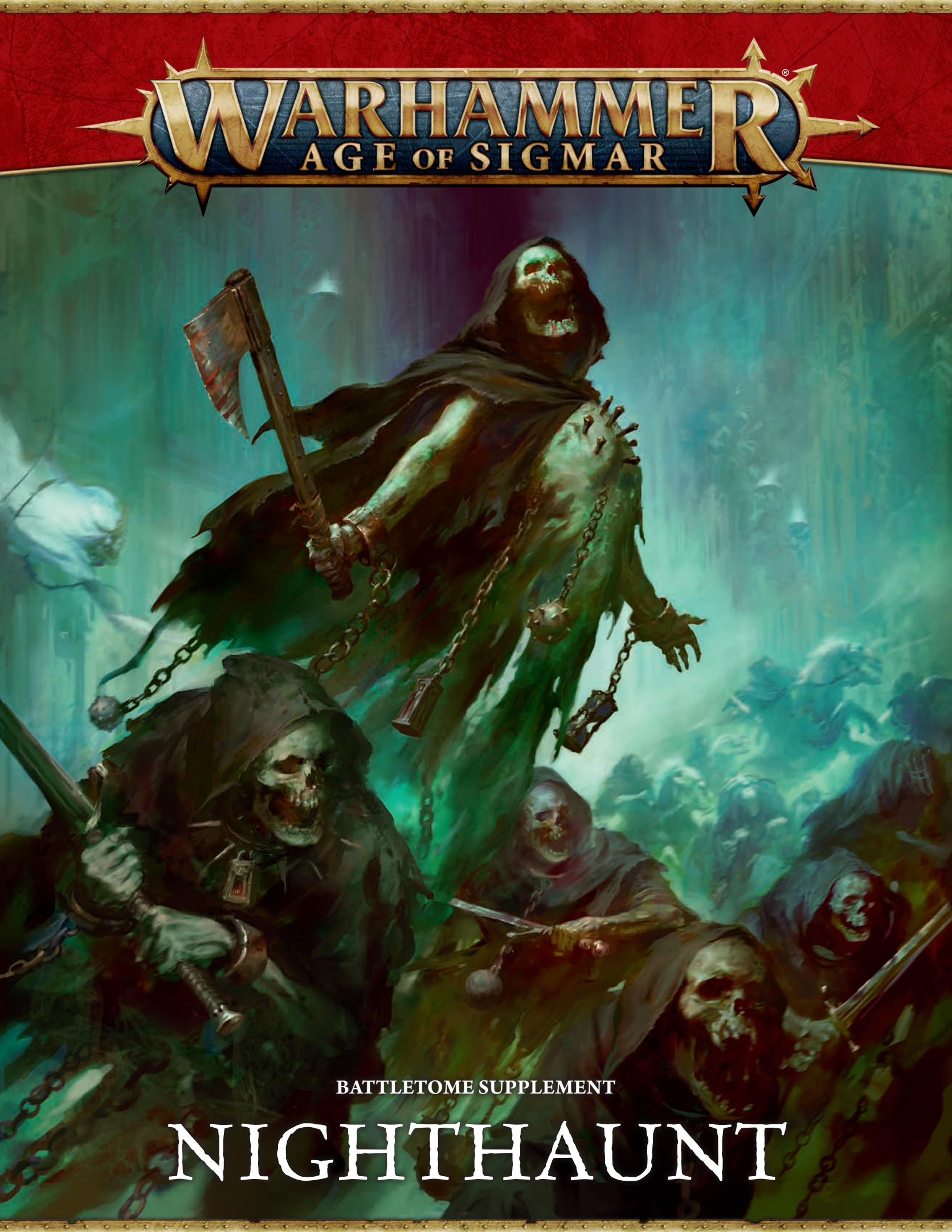
WARHAMMER®
AGE OF SIGMAR



BATTLETOME SUPPLEMENT

NIGHTHAUNT

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Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

On 1st June 2026, these rules will move over to Warhammer Legends. This means that they will no longer be legal for competitive play. When that time comes, we encourage you to continue to use your collection for casual play, and we will continue to support this battletome supplement with rules updates as needed throughout the current edition of Warhammer Age of Sigmar.

Rules updated as of October 2026.

PRODUCED BY THE WARHAMMER DESIGN STUDIO

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CAIRN WRAITH



The scythe-wielding horrors known as Cairn Wraiths were once mass murderers or cruel executioners, mortals who developed such a taste for killing that upon death their unquiet spirits rose from the underworlds to continue their spree of terror and eager butchery.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Cairnoch Scythe Crit (Auto-wound)	5	4+	3+	2	2

Once Per Battle (Army), Any Combat Phase

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.*

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

Effect: Add 1 to wound rolls for the target's combat attacks for the rest of the turn.



KEYWORDS	HERO, INFANTRY, FLY, WARD (5+)
	DEATH, NIGHTHAUNT

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TOMB BANSHEE



Tomb Banshees are apparitions of revenge who have dwelt long upon the dark deed that robbed them of their life, love or contentment. A single hate-filled scream from a Tomb Banshee can freeze the life from even the bravest warrior.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Piercing Scream Crit (Auto-wound), Shoot in Combat	10"	2	4+	3+	2	D3
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Ancient Chill Dagger Crit (Auto-wound)		3	4+	3+	2	D3

Once Per Battle (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 in combat with this unit to be the target.

Effect: Inflict D3 mortal damage on the target. If any models in the target unit are slain by this ability, the target cannot use commands for the rest of the 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 visible friendly **Myrmourn Banshees** units within this unit's combat range, ignore positive modifiers to the control scores of enemy units within 12" of this unit.



KEYWORDS	HERO, INFANTRY, FLY, WARD (5+)
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GLAIVEWRAITH STALKERS



A Glaivewraith Stalker is an unstoppable force. Its long blade always points at the beating heart of its intended victim. Though it drifts slowly towards its quarry, it is inevitable that the hunter's glaive will one day pierce the chest of its prey.

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

Once Per Turn (Army), Any Combat Phase

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

Effect: For the rest of the turn, each time this unit makes a pile-in move, add 3" to the distance it can move.



KEYWORDS	INFANTRY, MUSICIAN (1/4), FLY, WARD (5+)
	DEATH, NIGHTHAUNT