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.

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

– Galembrecht, Knight of Shrouds



Seeking to capture the freezing aura of terror that emanates from a Slasher Host of the Grieving Legion, studio editor Leigh chose to shade the spectral parts of his Nighthaunt with a pale, icy blue.

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.

Once Per Turn (Army), Start of 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.

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.

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.

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)**.



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 discorporate entirely, the blades of the foe finding no purchase upon them until the danger is passed.

• 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+)



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+)

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.

• 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 5+
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+)