

# FACTION RULES

Add the following rules to *Faction Pack: Nighthaunt*:

## BATTLE TRAITS

Nighthaunt armies can use the following ability:

### ☼ Once Per Battle (Army), Deployment Phase

**SEPULCHRAL APPARITIONS:** *Like sinister visions intruding upon reality, the haunted crypts of the Nighthaunt shimmer into existence wherever there are souls to be captured and tortured.*

**Effect:** If there is a friendly **Nexus of Grief** on the battlefield, you can set up up to 2 additional **Nexuses of Grief** on the battlefield. Each must be set up wholly outside enemy territory, more than 3" from all objectives and other terrain features, and more than 12" from all other friendly **Nexuses of Grief**.

**Designer's Note:** *The original Nexus of Grief is set up in Step 1 of the deployment phase using the 'Deploy Faction Terrain' ability. This ability allows you to set up a second and third such terrain feature and is used in Step 3 of the deployment phase, after armies have been deployed.*







This dread crypt is possessed of a malign sentience and drenched in amethyst magic. Its stones collapse and reconfigure as it haunts the enemies of Nagash inexorably across lonely moors and hillsides. Appearing as if at will out of the mist and shadow, it is a baleful silhouette in the darkness. Tortured spirits are harboured within its sepulchral confines, emanating grief-stricken malice. Their cries deeply unsettle living foes within earshot or act as a salve to embolden nearby Nighthaunt.

• NIGHTHAUNT WARSCROLL •

# NEXUS OF GRIEF

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2)

Cover, Impassable

Once Per Turn (Army),  
Your Movement Phase

**HUNGRY CRYPTS:** *The haunted crypt tears itself apart, only to reassemble itself moments later.*

**Effect:** Remove this terrain feature from the battlefield and set it up again on the battlefield within 3" of a friendly **NIGHTHAUNT** unit, more than 3" from all objectives and enemy units, more than 1" from all terrain features and more than 12" from all other friendly Nexuses of Grief.

Passive

**SCREAMS OF THE PENITENT:** *The agony inflicted on the souls trapped in a Nexus of Grief is awful to bear witness to.*

**Effect:** Enemy units cannot use commands while they are within 3" of this terrain feature.

Once Per Turn (Army),  
End of Any Turn

**AWFUL REFASHIONING:** *The spirits locked within the Nexus of Grief are agonisingly transformed into cackling gheists, their dreadful wails a brief and bitter balm for nearby Nighthaunt.*

**Declare:** Pick a friendly **Nexus of Grief**, then pick up to 3 friendly **NIGHTHAUNT** units wholly within 12" of it to be the targets. You cannot pick the same unit to be a target of this ability more than once per phase.

**Effect:** For each target:

- If the target is damaged, **Heal (D3)** the target.
- If the target is not damaged, return a number of slain models to it with a combined Health characteristic of up to D3.



KEYWORDS	FACTION TERRAIN, WARD (5+)
	DEATH, NIGHTHAUNT