

The background of the entire page is a dramatic, dark illustration. It depicts a chaotic battle scene in a hellish, stormy environment. In the upper right, a large, dark, winged figure, possibly a daemon prince, is shown in a dynamic pose, holding a long spear. Below and to the left, a massive, gnarled, tree-like structure with many faces and skeletal figures is visible. In the center, a figure in a dark cloak is seen from behind, looking towards a bright, ethereal light source. In the lower right, a figure on a dark, horse-like creature is engaged in combat. The overall color palette is dominated by dark blues, greys, and blacks, with highlights of bright white and yellow light. The title 'WARHAMMER AGE OF SIGMAR' is prominently displayed at the top in a stylized, golden font. Below it, the text 'ALLEGIANCE CARDS' is written in a smaller, white font. At the bottom, the word 'NIGHTHAUNT' is written in a large, white, serif font.

# WARHAMMER AGE OF SIGMAR

ALLEGIANCE CARDS

# NIGHTHAUNT

## **BATTLE TRAIT**

### **NIGHTHAUNT**

## **DEATHLESS SPIRITS**

Roll a D6 for each wound or Mortal Wound inflicted on a friendly **NIGHTHAUNT** unit within 6" of your General or another **NIGHTHAUNT HERO** from your army.

On a roll of 6 the wound is negated and has no effect.

## BATTLE TRAIT NIGHTHAUNT

### ETHEREAL RULERS

Instead of setting up a **NIGHTHAUNT** unit on the battlefield, you can place it to one side.

You can roll on the table below for the unit at the start of any of your Movement Phases, as long as there is at least one friendly **CAIRN WRAITH** or **TOMB BANSHEE** somewhere on the battlefield.

**1 – 2 Failure:** The unit remains in the underworld (you can roll for it again in a future Movement Phase if allowed to do so).

**3 – 6 Called Forth:** You can set up the unit anywhere on the battlefield that is more than 9" from any enemy units. This counts as the unit's movement for this Movement Phase.

## BATTLE TRAIT NIGHTHAUNT

### CONDUITS OF ETHEREAL POWER

When a **Black Coach** in a **NIGHTHAUNT** army uses its **Evocation of Death** ability, roll one D6 for each **CAIRN WRAITH** or **TOMB BANSHEE** within 12" of the **Black Coach**, instead of for each **DEATH WIZARD**.

**COMMAND ABILITY**  
**Known by every General**

**INSPIRING PRESENCE**

Pick a unit from your army that is within 12" of your General.

The unit that you pick does not have to take Battleshock tests until your next Hero Phase.

**COMMAND TRAIT**  
**NIGHTHAUNT General**  
**(NIGHTHAUNT allegiance)**

**1 – HATRED OF THE LIVING**

You can re-roll To-Hit rolls of 1 for attacks made by the General unless the target has the **DEATH** or **DAEMON** keyword.

**COMMAND TRAIT**  
**NIGHTHAUNT General**  
**(NIGHTHAUNT allegiance)**

**2 - TERRIFYING ENTITY**

Subtract 1 from the Bravery of enemy units within 6" of the General.

**COMMAND TRAIT**  
**NIGHTHAUNT General**  
**(NIGHTHAUNT allegiance)**

**3 – LINGERING SPIRIT**

Add 1 to the General's Wounds characteristic.

**COMMAND TRAIT**  
**NIGHTHAUNT General**  
**(NIGHTHAUNT allegiance)**

**4 – PITILESS EXECUTIONER**

Add 1 to the Damage caused by an attack made by the General if the To-Hit roll was 6+.

**COMMAND TRAIT**  
**NIGHTHAUNT General**  
**(NIGHTHAUNT allegiance)**

**5 - CLOAKED IN SHADOW**

Add 1 to the General's Save rolls.

**COMMAND TRAIT**  
**NIGHTHAUNT General**  
**(NIGHTHAUNT allegiance)**

**6 – RULER OF THE  
SPIRIT HOSTS**

As long as the General is alive you can re-roll the dice when attempting to call a unit from the underworld to the battlefield (see the Ethereal Rulers Battle Trait).

**ARTEFACT**  
**NIGHTHAUNT HERO**  
**(NIGHTHAUNT allegiance)**

**1 - CLOAK OF THE  
WAXING MOON**

Your opponent must subtract 1 from To-Wound rolls made for enemy **MELEE** weapons that target this model.

**ARTEFACT**  
**NIGHTHAUNT HERO**  
**(NIGHTHAUNT allegiance)**

**2 – PENDANT OF THE  
FELL WIND**

Add 3" to the Move characteristic of any friendly **NIGHTHAUNT** units within 6" of this model at the start of the Movement Phase.

**ARTEFACT**  
**NIGHTHAUNT HERO**  
**(NIGHTHAUNT allegiance)**

**3 – DREADBOLT RING**

If this model inflicts one or more wounds with its attacks in the Combat Phase, you can inflict a Mortal Wound on one enemy unit within 3" of this model after this model completes its other attacks in the phase.

**ARTEFACT**  
**NIGHTHAUNT HERO**  
**(NIGHTHAUNT allegiance)**

**4 – LIGHTSHARD OF  
THE HARVEST MOON**

You can use this artefact once per battle in your Combat Phase.

When you do so, you can re-roll failed To-Hit rolls for friendly **NIGHTHAUNT** units within 6" of this model when they attack in that Combat Phase.

**ARTEFACT**  
**NIGHTHAUNT HERO**  
**(NIGHTHAUNT allegiance)**

**5 – MIDNIGHT TOME**

The bearer of the Midnight Tome becomes a **WIZARD** and knows the Arcane Bolt and Mystic Shield spells.

They can attempt to cast one spell in their own Hero Phase, and attempt to unbind one spell in each enemy Hero Phase.

**ARTEFACT**  
**NIGHTHAUNT HERO**  
**(NIGHTHAUNT allegiance)**

**6 – COVETOUS FAMILIAR**

Roll a D6 for each enemy unit within 3" of this model at the start of the Combat Phase.

On a roll of 4+ that unit suffers 1 Mortal Wound.

**SPELLS**  
**Known by every WIZARD**

**ARCANE BOLT**

**Casting Value: 5**

If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them.

The unit you pick suffers D3 Mortal Wounds.

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**MYSTIC SHIELD**

**Casting Value: 6**

If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them.

You can add 1 to all Save rolls for the unit you pick until the start of your next Hero Phase.