

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
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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
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**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.

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.

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.



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.

