

SPITE-REVENANTS

Spite-Revenants are shrieking terrors from the depths of nightmare. Light and shadow play weirdly around these ghostly beings as they tear and bite their victims, rending to bloody tatters any who do not simply fling down their weapons and flee.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cruel Talons and Fangs	1"	3	3+	3+	-	1

DESCRIPTION

A unit of Spite-Revenants has any number of models, each armed with Cruel Talons and Fangs.

SHADESTALKER: 1 model in this unit can be a Shadestalker. Add 1 to the Attacks characteristic of that model's Cruel Talons and Fangs.

ABILITIES

Unbridled Malice: *Spite-Revenants fight with a vengeful fury, filling the air with blood-chilling curses in unknowable tongues.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability. In addition, re-roll successful battleshock tests for enemy units while they are within 3" of any friendly units with this ability.