



MORGHAST ARCHAI

The Morghast Archai are skeletal giants armoured in the baroque plate of a bygone age. Torn from history to fight at the side of Nagash and his lieutenants, the Archai are the heralds of not only a painful death – for their long halberds can slice through the heaviest mail as if it were silk – but also an eternity of servitude bound as a necromantic thrall.



MELEE WEAPONS

Spirit Halberd

Range

2"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-2

Damage

3

DESCRIPTION

A unit of Morghast Archai has any number of models. They are armed with Spirit Halberds and wear Ebon-wrought Armour.

FLY

Morghast Archai can fly.

ABILITIES

Heralds of the Accursed One: You can add 1 to the casting rolls for spells that allow you to set up a **DEATH** unit if the caster is within 18" of any Morghasts.

Ebon-wrought Armour: Each time this unit suffers a mortal wound, roll a dice. If the result is 5 or 6 their Ebon-wrought Armour protects them and the wound is ignored.

MAGIC

DEATH WIZARDS know the Summon Archai spell, in addition to any other spells they know.

SUMMON ARCHAI

Summon Archai has a casting value of 7. If successfully cast, you can set up a unit of up to 2 Morghast Archai within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, REANIMANT, DEATHLORDS, MORGHAST ARCHAI