



MORGHAST HARBINGERS

The Morghasts were angelic servants of benevolent death-gods before Nagash bound them to his service forever. Now they are the harbingers of living death, dread spectres of ancient bone and malevolent spirit that fall upon their master's foes, hacking down rank after rank with blades that cut through both body and soul.



MELEE WEAPONS

Spirit Swords

Range

1"

Attacks

5

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

DESCRIPTION

A unit of Morghast Harbingers has any number of models. Morghast Harbingers are armed with Spirit Swords.

FLY

Morghast Harbingers 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.

Harbingers of Death: Roll 3 dice instead of 2 when determining the charge range for this unit. In addition, you can declare a charge for this unit if it is within 18" of the enemy rather than 12".

MAGIC

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

SUMMON HARBINGERS

Summon Harbingers has a casting value of 7. If successfully cast, you can set up a unit of up to 2 Morghast Harbingers 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 HARBINGERS