



SPIRIT HOSTS

The unquiet spirits bound to the masters of Shyish are beyond counting. Howling and wailing their immortal hatred for the living, these spectres can be summoned from places thick with the energies of death to fall upon their enemies in ghostly swarms, sapping the soul with every caress of their ice cold claws and stab of their grave-soiled daggers.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Claws and Daggers	1"	6	5+	4+	-	1

DESCRIPTION

A unit of Spirit Hosts has 3 or more models. The spirits rend the souls of mortals with their Spectral Claws and Daggers.

FLY

Spirit Hosts can fly.

ABILITIES

Ethereal: Ignore the weapon's Rend when making save rolls for a Spirit Host.

Frightful Touch: If the hit roll for an attack made by a Spirit Host is 6 or more, the spirit's frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of its normal damage.

MAGIC

DEATH WIZARDS know the Manifest Spirits spell, in addition to any other spells they know.

MANIFEST SPIRITS

Manifest Spirits has a casting value of 5. If successfully cast, you can set up a unit of up to 3 Spirit Hosts 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. If the result of the casting roll was 10 or more, set up a unit of up to 6 Spirit Hosts instead.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SPIRIT HOSTS