

SPIRIT HOSTS

Swirling above the massed armies of death come the Spirit Hosts. These are the souls of the damned, stripped of body and identity, screaming endlessly for the life they have lost. They long to take out their tormented rage upon the living, and the very touch of their spectral claws can turn blood to ice, or stop a heart from beating.



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 modifiers (positive or negative) when making save rolls for this unit.

Frightful Touch: Each time you make a hit roll of 6+ for Spectral Claws and Daggers, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).