

TERRORGHEIST

The Terrorgheist is a bloodthirsty undead beast that hungrily rips apart its victims in welters of gore. Its piercing cry scythes through the enemy as it plunges into the fray, snapping and tearing through enemy battle lines. Should the beast be slain, another horror awaits its foes, as hundreds of shrieking bats burst from its remains to ravage those nearby.



MISSILE WEAPONS

Death Shriek

Range

10"

Attacks

1

To Hit

To Wound

Rend

Damage

See below

MELEE WEAPONS

Skeletal Claws

Range

2"

Attacks

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To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

Fanged Maw

Range

3"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-2

Damage

D6

Wounds Suffered	DAMAGE TABLE		
	Move	Death Shriek	Skeletal Claws
0-3	14"	6	4
4-6	12"	5	4
7-9	10"	4	3
10-12	8"	3	3
13+	6"	2	2

DESCRIPTION

A Terrorgheist is a single model. It wracks its foes with its Skeletal Claws and rips them in half with its Fanged Maw. Its piercing Death Shriek can freeze the lifeblood of those that hear it, killing them where they stand.

FLY

Terrorgheists can fly.

ABILITIES

Death Shriek: When making a Death Shriek attack, pick an enemy unit within range and roll a dice, adding the number shown in the damage table. If the total is higher than that unit's Bravery characteristic, it suffers a number of mortal wounds equal to the difference.

Gaping Maw: Each time you make a hit roll of 6+ for this model's Fanged Maw, the attack is automatically successful. Determine damage normally (do not make a wound or save roll) but increase the weapon's Damage characteristic to 6.

Infested: When this model is slain, before removing the model, each unit (friend or foe) within 3" of it suffers D3 mortal wounds.