

TOMB BANSHEE

Tomb Banshees are apparitions of revenge who have long dwelt upon the dark deed that robbed them of vitality, love or contentment, becoming bitter and hate-filled. A single scream from a Tomb Banshee can freeze the life from even the bravest warrior.



MELEE WEAPONS

Chill Dagger

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-2

Damage

D3

DESCRIPTION

A Tomb Banshee is a single model armed with a Chill Dagger.

FLY: This model can fly.

ABILITIES

Ethereal: *Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.

Frightful Touch: *The life-numbing touch of a Tomb Banshee can be enough to silence a beating heart, and that fell power channels through the creature's chill dagger.*

If the unmodified hit roll for an attack made with a Chill Dagger is 6, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a wound or save roll).

Ghostly Howl: *There is no describing the shrieking wail of the Banshee, as it is so horrific to hear that its sound alone can pierce the soul of any who hear it.*

At the start of your shooting phase, pick an enemy unit within 10" of this model and roll 2D6. If the roll is higher than the unit's Bravery characteristic, it suffers a number of mortal wounds equal to the difference between its Bravery characteristic and the roll.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, TOMB BANSHEE