

TOMB BANSHEE

Tomb Banshees are apparitions of revenge and retribution. For countless lifetimes, these fell spirits have dwelt upon the dark deed that robbed them of vitality, love or contentment, becoming bitter and hate-filled. A single piercing scream from a Tomb Banshee is enough to freeze the life from even the bravest warrior.



MISSILE WEAPONS

Ghostly Howl

Range

10"

Attacks

1

To Hit

To Wound

See below

Rend

Damage

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. It is equipped with a Chill Dagger that freezes the heart of its victim with the merest scratch. A Tomb Banshee can also emit a Ghostly Howl to petrify its enemies.

FLY

Tomb Banshees can fly.

ABILITIES

Frightful Touch: Each time you make a hit roll of 6+ for a Chill Dagger, that attack inflicts D3 mortal wounds instead of the normal damage (do not make a wound or save roll).

Ethereal: Ignore modifiers (positive or negative) when making save rolls for this model.

Ghostly Howl: When making a Ghostly Howl attack, pick a target within range. Next, roll two dice and add the scores together. If the total is higher than that unit's Bravery characteristic, it suffers a number of mortal wounds equal to the difference.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, TOMB BANSHEE