

MORGHAST ARCHAI

The Morghast Archai were crafted by Nagash himself to act as both personal guard and executioners. They soar into battle like omens of death, ignoring the feeble strikes and missiles that deflect from their soul-forged armour as they claim the heads of traitors and marked enemies with every arcing swing of their spectral weapons.



MELEE WEAPONS

Spirit Halberd

Range

2"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-2

Damage

3

Spirit Swords

1"

5

3+

3+

-1

2

DESCRIPTION

A unit of Morghast Archai has any number of models. They are armed with brutal Spirit Halberds or a pair of Spirit Swords, and wear Ebon-wrought Armour.

FLY

Morghast Archai can fly.

ABILITIES

Heralds of the Accursed One: Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any **MORGHASTS**.

Ebon-wrought Armour: Each time you allocate a mortal wound to this unit, roll a dice. On a 5+ the mortal wound is negated.