

MORGHAST HARBINGERS

Morghast Harbingers are Nagash's weapons of vengeance, skeletal angels of death whose task is to obliterate those who have crossed the God of Death. These winged undead swoop from the skies upon trails of spectral matter to slam into their quarry, cutting down their terrified foes with brutal strikes from their spectral blades, which rend the soul as easily as they carve through flesh.



MELEE WEAPONS

Spirit Swords

Spirit Halberd

Range

1"

2"

Attacks

5

3

To Hit

3+

3+

To Wound

3+

3+

Rend

-1

-2

Damage

2

3

DESCRIPTION

A unit of Morghast Harbingers has any number of models. They are armed with brutal Spirit Halberds or a pair of Spirit Swords.

FLY

Morghast Harbingers 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**.

Harbingers of Death: When making a charge roll for this unit, you may roll 3 dice instead of 2. In addition, you can declare a charge for this unit if it is within 18" of the enemy rather than 12".