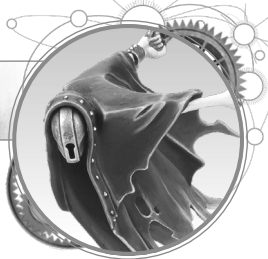


CHAINGHASTS

Encased within their iron harness, it is a Chainghast's fate to remain imprisoned, eternally in thrall to Spirit Torments. They carry emotionally burdened ghostflails – heavy bludgeoning weights that cast bolts of pure misery when swung.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghostflails	15"	D3	4+	3+	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghostflails	2"	See below	4+	3+	-1	1

DESCRIPTION

A unit of Chainghasts has any number of models, each armed with Ghostflails.

FLY: This unit 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 unit.

Another Link in the Chain: *Chainghasts act as conduits for Spirit Torments, ensuring all nearby Nighthaunts are invigorated by deathly energies.*

While this unit is wholly within 12" of a friendly **SPIRIT TORMENT**, you can re-roll hit rolls of 1 for friendly **NIGHTHAUNT** units while they are wholly within 12" of this unit.

Sweeping Blows: *With their heavy chains and weights, ghostflails batter anything they come in contact with, bludgeoning armour and cracking bones.*

The Attacks characteristic of the Ghostflails melee weapon is equal to the number of enemy models within 2" of the attacking model when the number of attacks made with the weapon is determined.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SUMMONABLE, CHAINGHASTS