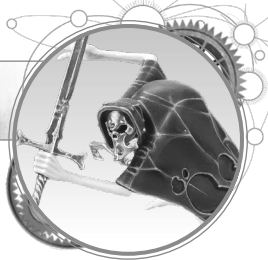


# BLADEGHEIST REVENANTS

Such is the curse of the Bladegheist Revenants that they fight with the frantic desperation of a drowning man attempting to reach the surface. Eternally trapped in the last moments of their lives, these spirits fight with an unmatched frenzy.



## MELEE WEAPONS

Tomb Greatblade

## Range

1"

## Attacks

2

## To Hit

3+

## To Wound

3+

## Rend

-1

## Damage

1

## DESCRIPTION

A unit of Bladegheist Revenants has any number of models. Each Bladegheist Revenant is armed with a Tomb Greatblade.

**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.

**Fearful Frenzy:** *Bladegheist Revenants share a collective, desperate frenzy that is exacerbated in the presence of those that, in their cursed madness, they perceive as their captors in life.*

You can re-roll failed hit rolls for attacks made by this unit if it is wholly within 12" of any friendly **SPIRIT TORMENTS** or **CHAINGHASTS**.

**Whirling Death:** *Twisting and whirling with deadly sweeps of their swords, the Bladegheist Revenants generate their own momentum, and can spin off in any direction at any time.*

This unit can retreat and charge in the same turn. In addition, add 1 to the Attacks characteristic of this unit's Tomb Greatblades if it made a charge move in the same turn.

## KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SUMMONABLE, BLADEGHEIST REVENANTS