



• WARSCROLL •

MYRMOURN BANSHEES



No enemy spell is safe from the diabolical hunger of the Myrmourn Banshees. They haunt the Mortal Realms in search of magic to consume and living foes to stab. Even the most potent of wizards is powerless before them.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chill Dagger	1"	1	4+	3+	-2	D3

DESCRIPTION

A unit of Myrmourn Banshees has any number of models, each armed with a Chill Dagger.

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.

Spell-eaters: *These spirits were once wizards, but they failed to pay proper respect to Nagash, and are now cursed to agonisingly consume the magic of others.*

Once in each enemy hero phase, if this unit is within 18" of an enemy **WIZARD** that successfully casts a spell, this unit can attempt to unbind the spell in the same manner as a

WIZARD. If it does so, add 1 to the unbinding roll for every 4 models in this unit. In addition, if this unit unbinds an enemy spell, add 1 to the Attacks characteristic of this unit's Chill Daggers until the next enemy hero phase.

Once in each of your hero phases, if this unit is within 6" of an **ENDLESS SPELL**, this unit can attempt to dispel the endless spell in the same manner as a **WIZARD**. If this unit dispels an endless spell, it suffers D3 mortal wounds, but add 1 to the Attacks characteristic of this unit's Chill Daggers until your next hero phase.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SUMMONABLE, MYRMOURN BANSHEES



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DREADSCYTHE HARRIDANS



In life they were healers, yet in spirit form they are cursed with the uncontrollable urge to kill, their hands morphed into scything instruments of slaughter. Shrieking as they swoop in for the attack, Dreadscythe Harridans crave only carnage.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scythed Limbs	1"	3	4+	3+	-1	1

DESCRIPTION

A unit of Dreadscythe Harridans has any number of models, each armed with Scythed Limbs.

SLASHER CRONE: The leader of this unit is a Slasher Crone. Add 1 to the Attacks characteristic of a Slasher Crone's Scythed Limbs.

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.

Harrowing Shriek: *Even the bravest might quail upon hearing the unnerving shriek issued by the bloodthirsty Dreadscythe Harridans.*

Subtract 1 from hit rolls for attacks made by enemy models within 3" of this unit unless they have a Bravery characteristic of 6 or more.

Murderous Bloodlust: *The more blood that flows, the more aggressive the Dreadscythe Harridans become, recklessly slashing and stabbing in a flurry of violence.*

If the unmodified wound roll for an attack made with Scythed Limbs is 6, that attack has a Damage characteristic of 2 instead of 1.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SUMMONABLE, DREADSCYTHE HARRIDANS