ALLEGIANCE: DEATH		POINTS	UNITS	TOTAL UNITS	
		480	Knight of Shrouds x 1; TOMB BANSHEE x 1; Hexwraiths (5-20) x 1; Spirit Hosts $(3-12)$ x 1;	4	
BATTLE TRAITS					
DEATHLESS MINIONS	Roll a dice each time you allocate a wound or mortal wound to a friendly DEATH unit within 6" of your general or another friendly DEATH HERO . On a 6+ the wound is negated.				
COMMAND TRAITS					
RED FURY	Roll a dice after this general attacks in the combat phase. On a 5+ they can immediately pile in and attack again (any such attacks do not generate further attacks in this way).				

Knight of Shrouds (Leader)		MOVE	WOUNDS	BRAVERY	SAVE	PTS		
		6	5	10	4+	120		
MELEE WEAPONS RANGE"			ATTACKS	TO HIT	TO WOUND	REND	DAMAGE	
Sword of Stolen Hours		1	4	3+	3+	-1	2	
ABILITIES								
FLY	This unit can fly.							
ETHEREAL	Ignore modifiers (positive or negative) when making save rolls for this model.							
STOLEN HOURS	Each time a wound inflicted by this model's Sword of Stolen Hours slays an enemy HERO , heal 1 wound allocated to this model.							
COMMAND ABILITIES								
INSPIRING PRESENCE	Pick a unit from your army that is within 12" of your general. That unit does not have to take battleshock tests until your next hero pse.							
SPECTRAL OVERSEER	In the combat phase of this turn, add 1 to hit rolls for friendly NIGHTHAUNT models while they are within 9" of this model.							
KEYWORDS								
DEATH, LEGION, MALIGNANT, NIGHTHAUNT, HERO, KNIGHT OF SHROUDS								

TOMB BANSHEE (Leader)		MOVE	WOUNDS	BRAVERY	SAVE	PTS		
		6	4	10	4+	80		
MISSILE WEAPONS RANGE"		ATTACKS	TO HIT	TO WOUND	REND	DAMAGE		
Ghostly Howl		10	1	*	*	*	*	
MELEE WEAPONS		RANGE"	ATTACKS	TO HIT	TO WOUND	REND	DAMAGE	
Chill Dagger		1	1	4+	3+	-2	D3	
ABILITIES								
FLY	This unit can fly.							
ETHEREAL	Ignore modifiers (positive or negative) when making save rolls for this model.							
FRIGHTFUL TOUCH	Each time you make a hit roll of 6+ for a Chill Dagger, that attack inflicts D3 mortal wounds instead of the normal damage (do not make a wound or save roll).							
GHOSTLY HOWL	When making a Ghostly Howl attack, pick a target within range, roll 2D6; if the total is higher than that unit's Bravery, it suffers a number of mortal wounds equal to the difference.							
COMMAND ABILITIES								
INSPIRING PRESENCE	Pick a unit from your army that is within 12" of your general. That unit does not have to take battleshock tests until your next hero pse.							
KEYWORDS								
DEATH, LEGION, MALIGNANT, NIGHTHAUNT, HERO, TOMB BANSHEE								

Hexwraiths (5-20) (Battleline Nighthaunt)		MOVE	WOUNDS	BRAVERY	SAVE	PTS		
		12	2	10	4+	160		
MELEE WEAPONS RANGE"		ATTACKS	TO HIT	TO WOUND	REND	DAMAGE		
Hellwraith's Spectral Scy	/the	1	3	4+	3+	-1	1	
Spectral Scythe		1	2	4+	3+	-1	1	
Skeletal Steed's Hooves and Teeth		3	4+	5+	-	1		
ABILITIES								
HELLWRAITH	The leader of this unit is Hellwraith. Add 1 to the Attacks characteristic of a Hellwraith's Spectral Scythe.							
FLY	This unit can fly.							
ETHEREAL	Ignore modifiers (positive or negative) when making save rolls for this model.							
FRIGHTFUL TOUCH	Each time you make a hit roll of 6+ for a Spectral Scythe, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).							
SPECTRUM HUNTER'S	In the movement phase, immediately after this unit has moved, you can pick an enemy unit that was passed across by any models from this unit. If you do so, roll a dice for each Hexwraith that passed across that enemy unit. For each roll of 5+, that enemy unit suffers 1 mortal wound.							
KEYWORDS								
DEATH, LEGION, MALIGNANT, NIGHTHAUNT, SUMMONABLE, HEXWRAITHS								

Spirit Hosts (3-12) (Battleline Nighthaunt)		MOVE	WOUNDS	BRAVERY	SAVE	PTS		
		6	3	10	4+	120		
MELEE WEAPONS RANGE"		ATTACKS	TO HIT	TO WOUND	REND	DAMAGE		
Spectral Claws and Daggers 1			6	5+	4+	-	1	
ABILITIES								
FLY	This unit can fly.							
ETHEREAL	Ignore modifiers (positive or negative) when making save rolls for this model.							
FRIGHTFUL TOUCH	If the hit roll for an attack made by a Spirit Host is 6+, immediately inflict 1 mortal wound instead of its normal damage.							
KEYWORDS								
DEATH, LEGION, MALIGNANT, NIGHTHAUNT, SUMMONABLE, SPIRIT HOSTS								