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.							
ENDLESS LEGIONS	Choose a gravesite within 9". You may pick a friendly SUMMONABLE unit that has been destroyed and set it up again wholly within 9" of that gravesite and more than 9" from any enemy models.							
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								

Spirit Hosts (3-12) (Battleline Nighthaunt)			MOVE	WOUNDS	BRAVERY	SAVE	PTS		
Spirit 110313 (3-12) (Battleffile Nighthaufit)		6	3	10	4+	120			
MELEE WEAPONS RAN		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									