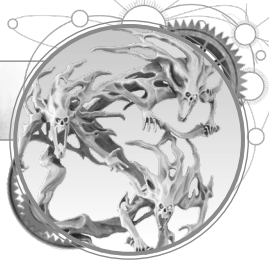


SPIRIT HOSTS



Spirit Hosts are the souls of the damned, stripped of body and identity, screaming endlessly for the life they have lost. They long to take out their rage upon the living, and the very touch of their claws can turn blood to ice, or stop a heart from beating.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Claws and Daggers	1"	6	5+	4+	-	1

DESCRIPTION

A unit of Spirit Hosts has any number of models, each armed with Spectral Claws and Daggers.

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.

Frightful Touch: *Bearing the chill of an open grave, the spectral claws and daggers of the Spirit Hosts can still a beating heart with even the least of scratches.*

If the unmodified hit roll for an attack made with Spectral Claws and Daggers is 6, that attack inflicts 1 mortal wound and the attack sequence ends (do not make a wound or save roll).