

# 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

Chill Dagger

## Range

1"

## Attacks

1

## To Hit

4+

## To Wound

3+

## Rend

-2

## Damage

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