

Call of the Night Haint



The Cursed marshes hold many dark secrets of the past, long forgotten castles sinking into the bog below, curse effigies to gods

forgotten. Whilst some of these are tributes to the chaos gods, others are strongholds of ancient sorcerers shunned by society and searching for forbidden knowledge. Many are empty, guarded only by traps and minions operating automatically long after their previous masters have passed on.

Others the owner have locked themselves away in eternal tombs waiting for the right sign, omen or astral alignment. When these ancient evils awaken they spew forth into the surrounding towns and cities searching for the right artefact or incantation necessary for their ascension. They lock what left of their soul in their cursed transports gather their followers and bring death to the mortal realms.

Special rules

Requilarly – All Ethereal Members of the warband start the battle inside the Requilarly. At the beginning of each turn you may do a Ld test using the highest leadership available (please note the Requilarly itself has a leadership value.) for each point your pass by you may deploy that many members of your Warband within 6" of the Mortis Engine. In missions where bringing the Mortis Engine is not an option (underground, pit of blood etc) the Corpsemaster may carry it on his back, which is not the most preferable way to transport the sacred box, and will impede his movement, stopping him from running. If the Requilarly is ever destroyed, the spiritual energy contained within explodes out violently, the spirit host warband immediately routs and any model within D6+6" suffer a S5 hit, magic users are especially susceptible and hit with D3 hits instead. The Cairn Wraith will immediately create another one and will miss D3 games resting after this process.

Ethereal: Spirits live in the space between the world of the living and the world of the dead, flickering between each. They have a 4+ unmodifiable save against all attacks, which is taken after the To Hit roll. It may not be used with Dodge or Step Aside, and has no affect against magical attacks (Spells, Prayers, Artifacts). Any missile attacks that fail to hit an ethereal model because of the save, will pass through them, hitting the next closest target directly behind them.

The model is unaffected by terrain, also the model may take a leadership test in the movement phase: If successful, they may through any terrain piece and/or on top of water. If the model starts his next turn in the middle of a terrain piece, they must take another Leadership test in the movement phase: if the test fails, the model is instantly taken out of action.

However, after warband formation, all items cost double to purchase for Ethereal models. If the crew finds any items, roll a D6: on 5+ they can be used by both Ethereal and Non-Ethereal models. On 1-4, it can only be used by Non-Ethereal models (mark it as such on your roster).

No Skin, No Service: Ethereal models may not enter settlements unless otherwise specified.

"They appear to cling to their Undead status by sheer willpower. Their magic is irrelevant; whatever petty dabblings they may have indulged in during their lives have clearly failed, or else they would still have a corporeal form. It is only their twisted spirits, wracked with hatred and pain, that keeps them in this world at all, and only by the most tenuous threads."

—Heinrich Malz, High Priest of Venerena

Characteristic Increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Wraith	5	6	4	4	3	5	5	3	10

Profile	M	WS	BS	S	T	W	I	A	Ld
Spirit	5	5	0	4	3	4	5	3	9

Banshees and Malignant Spirits both use the Spirit Maximum. The Corpse Master is mostly human and uses the Maximum characteristics of one.

Choice of Warriors

A Night Haint Warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Cairn Wraith: your warband must include a Cairn Wraith as your leader

Corpse Master; your warband must include one Corpse Master.

Malignant Spirits: your warband may include up to two Malignant Spirits.

Revenants: your warband may include any number of Revenants.

Spirit Hosts: your warband may include up to two Spirit Hosts.

Mourngul: your warband may include up to one Mourngul

Poltergeists: your warband may include any number of poltergeists

Starting Experience

A Cairn Wraith starts with 20 experience.

A Banshee starts with 8 experience.

A Corpse Master starts with 8 experience.

Malignant Spirits start with 0 experience.

Henchmen start with 0 experience.



Night Haint skill table

	Combat	Shooting	Strength	Academic	Speed	Special
Cairn Wraith				✓	✓	✓
Banshee	✓				✓	✓
Corpse Master		✓			✓	✓
Malignant Spirit	✓		✓		✓	✓

Night Haint special skills

Spirits may choose to use the following skill list instead of the standard skill lists.

Wight Walk

The Ghost has mastered control of their spectral form. They are now able to use their ethereal ability to charge through walls, and cannot be intercepted as they phase through any warrior blocking their path. – Ethereal models only.

Possession

When charging instead attacking the warrior may instead choose to possess their opponent in the charging phase. Both players roll a D6 and add their Ld value. If the Spirit beats his opponent's score he gains control of the model for their turn. Remove the ghost from the board, and the possessed model may move, charge and act as normal but cannot run. If he was engaged in hand-to-hand combat with any warriors of the Spirit's warband, they will immediately move 1" apart. At the beginning of the enemies turn, the spectre re-appears in base to base contact and may be attacked as normal. If the Possession fails, the spirit may not attack in this round of combat. This skill cannot be used on any magical or demonic models. Ethereal models only.

Traumatic passing

The Warrior gathers the energies of Shyish around his weapon, making every victory vibrate through the winds summoning spectres to his side. Every time the Hero takes an enemy OOA on a roll of a 6, summon a Poltergeist in their place.

The Key and the Gate

The Wraith holds a portion of the Requilly's magic within themselves, and may summon warriors from within them rather than the Requilly. Follow all rules for summoning but deploy the model 6" from the Cairn Wraith instead. Cairn Wraith Only.

Siren Song

The terrifying howl of the Banshee takes on a sweet harmonic value in the ears of some men, in combat the Banshee may choose to charm the enemy, the enemy model must pass a Ld on 3d6, discarding the lowest D6 result. If failed the model cannot attack the banshee and is automatically hit in close combat, once they pass they do not have to test again for the duration of the game. The Banshee can only charm 1 enemy at a time, and cannot charm models immune to psychology. Tomb Banshee only.

Night Haint equipment list.

The following list is used by Night Haints to pick their equipment.

Hand-to-hand Combat Weapons.

Dagger.....	Free\2gc
Spirit Knife*.....	25gc
Sword.....	10gc
Spear.....	10gc
Hammer.....	3gc
Axe.....	5gc
Double Handed Weapon.....	15gc
Scythe.....	15gc

Missile Weapons

Bow.....	15gc
Crossbow.....	10gc

Armour

Shield.....	5gc
Buckler.....	5gc
Light Armour.....	25gc
Heavy Armour**.....	50gc

Miscellaneous Equipment

Mortis Engine.....	125gc
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*Ethereal Heroes only **Malignant Spirits only.

Night Haint special equipment

Spirit Knife

20 gold crowns

Bones of hanged men, Shards of tomb stones, Spinters of Coffin lids, the Spirit knife is made of many different materials with one thing in common. Death.

Availability Rare 8

Range: Close Combat **Strength:** as user

Special Rules: +1 enemy armour save, Spectral Touch

Spectral Touch: If the hit roll for an attack made by a Spirit Dagger is 6, the blades frightful touch stills the victim's beating heart, immediately inflicting 1 additional wound. Roll to wound for the hit as normal

Mortis Engine

195 gold crowns

The Mortis Engine is a horrific magical artifact that radiates strongly with Dark Magic and is kept afloat by a horde of vengeful spirits.

Within the Mortis Engine are powerful relics that are saturated with strong amounts of Dark Magic, such as the remains of powerful Necromancers and Lich-Lords of ancient times.

Profile M WS BS S T W I A Ld

Engine - - - - 6 4 - - -

Requiliary - - - - 6 3 - - 7

Nightmare 6 - - - 3 1 - - -

SPECIAL RULES

Undead: the Mortis Engine follows all the rules for undead: immune to psychology, Poison, disease and Causes fear.

Ethereal: follows the special rules for Ethereal.

Wagon: The Mortis Engine follows all rules for Wagons (see Empire in Flames Supplement, p. 30 - 33) unless specified otherwise here.

Spectral Nightmares: the Mortis Engine is pulled by 4 ghostly Nightmares. When hit by an attack only roll on the out of control table if a Nightmare fails its Ethereal Save.

Passengers: The Corpse Master must function as the driver. No other models may pass the Mortis Engine. Whilst driving the Mortis Engine the Corpse Master gains all its special rules.

Storage: the Mortis Engine may carry any number of Corpses without impeding movement.

Cursed Wagon: the Mortis Engine can never be captured by another warband and will always rout with the spectral host.

Conduit of Death: Part of the Corpse Masters Duties is feeding the Requiliary and releasing the stored energies of Shyish at time and ways beneficial to his Spectral masters. By feeding corpses into the Requiliary the Corpsemaster may release powerful Death spells from within. Once per battle the Corpse Master may sacrifice as many corpses as needed to Perform 1 Ritual of the Requiliary.



Rituals of the Requiliary

Sacrifice

1 Corpse



2 Corpses

3 Corpses

4 Corpses

5 Corpses

6 Corpses

Effect

Spirit bomb: The energies of Shyish swirl around the engine building up into a powerful explosion. The Spirit bomb is Strength 1, with a Raidus of 1" around the engine. For each turn you let it build up it gains a Strength and an inch. So 5 turns of build up is a Strength 5, 5" blast.

Spirit Nexus: the Engines access to the nether realm has strengthened. You may now summon Ethereal models up to 12" from the Mortis Engine

Terrifying Visage: the Engines ghostly howl and chill permeate the battlefield: Enemies must pass a fear test when shooting a friendly model within 6" of the mortis engine

The Purple Wind: the Death Wind spews from the Requiliary, drowning out all others: all Necromancers, Priests of Morr and Amethyst Wizards gain +2 to their casting rolls within 12" of Mortis Engine, all other wizards suffer a -2 to their casting rolls.

Return from the Brink: As the soul returns to the Requiliary it is drawn back out. Once per game you may summon one OOA Ethereal model.

Unholy Flight: the Mortis engine may now fly, see flying rules.





1 Cairn Wraith

110 cold crowns

Wraiths, are hooded, spectral spirits of former Necromancers or Sorcerers that have used the corrupting influence of Dark Magic to extend their lives beyond the mortal limit. Most of these seekers of immortality managed only to preserve their spirits, not their bodies. Decay took their mortal forms, rotting it away even as they sought desperately to sustain it. With no corporeal form to speak of, these sorcerers became wandering spirits, clad only in their death shrouds.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wraith	5	4	2	3	2	3	2	1	8

Weapons/Armour: The Cairn Wraith fights with weapons and armour from the Night Haint Equipment List.

Special Rules: Ethereal, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Wizard.

SPECIAL RULES

Wizard: The Cairn Wraith was a necromancer in life and starts with one spell from the Necromancy list. All references to Zombies are replaced with Revenants.

Warrior Wizard: the Cairn Wraith is able to wear armour and cast spells without penalty.

Death Was Merely The Beginning: Cairn Wraiths cannot die, as they are already dead, and destroying one for good is extremely difficult because if even a scrap of their clothes, a totem or a finger remains within the Requiliary, they will eventually return. Any time the Cairn Wraith rolls 11-15 Dead on the serious injury table, he may be returned to your warband by paying his hiring cost plus two times his experience points. This can only be done if you have an existing Requiliary. If both the Requiliary and the Cairn Wraith are destroyed in one round, the warband is disbanded.

1 Corpse Master

25 gold crowns

Corpse Masters are sad, wretched beings, forced into servitude by a Vampire or Necromancer. They are a Magical Void or Null, the winds have forgotten them, cursing the poor souls to a life time of bad luck and mishaps. This peculiarity has made them perfect for the users of Death magic, for they empty souls are unaffected by powerful relics and totems that fuel their foul magic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dead Body Guard	4	3	3	3	3	1	3	1	7

Weapons/Armour: The Corpse Master fights with weapons and armour from the Night Haint Equipment List.

Special Rules: Gofer, Magical Void, Guardian of the Requiliary.

SPECIAL RULES

Magical Void: The Corpse Master was chosen for his role by his spectral masters specifically because he was immune to the magical energies of the requiliary. He is space void of magic, and thus gains a 4+ save against enemy spells and magic weapons.

Gofer: as the only "Human" member of the warband the Corpse Master may visit D3+1 places within settlements rather than 1.

Guardian of the Requiliary: the Corpse Master takes his roll very seriously and will never voluntarily move more than 6" away from the Requiliary.

01 Tomb Banshee

60 cold crowns

Tomb Banshees, known by the Bretonnians as Wailing Hags and to the Dwarfs as the Freezing Shriek, or just simply Banshees are the bitter, restless spirits of long-dead sorceresses, enchantresses and witches that have in life plagued the lands of the Old World for centuries. Tomb Banshees constantly howl in remembrance of the forbidden pleasures of the life that was once theirs and in bitterness for the peace of the grave that they cannot attain.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wailing Hag	5	2	0	2	2	1	2	1	7

Weapons/Armour: The Tomb Banshee fights with weapons and armour from the Night Haint Equipment List.

Special Rules: Ethereal, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Ghostly Howl

SPECIAL RULES

Ghostly Howl: enemies within 6" of the Tomb banshee suffer -D6 to their leadership when taking fear tests.

"Sigmar is just. It is only fitting that such vile women should suffer such a terrifying fate. If ever you need proof of the existence of divine justice in this world, the agonised grimace of the Banshee is quite sufficient"

— Vorster Pike, Witch Hunter

02 Malignant Spirits

30 gold crowns

Ghosts are not usually malevolent. Some may be mischievous and enjoy scaring the living. Most, however, wish only to be released from their tormented existence. However even rarer are spirits of killers or madmen, brought back into this world by sheer force of will or summoned by greater evil and bound to totems such as the mortis engine to serve eternally.

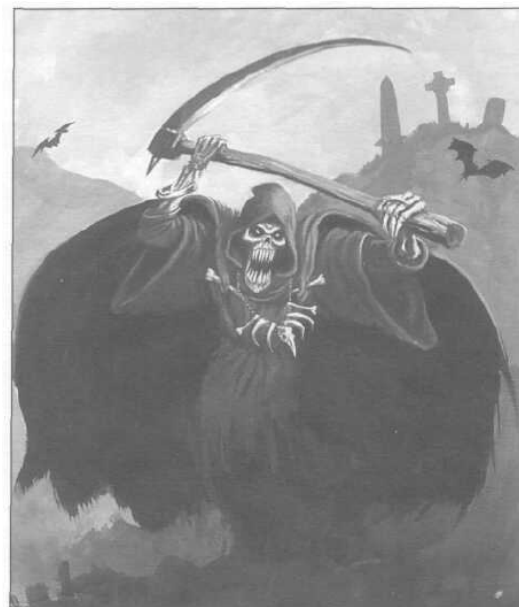
Profile	M	WS	BS	S	T	W	I	A	Ld
Angry Ghost	5	3	0	3	2	2	2	1	6

Weapons/Armour: Malignant Spirits fights with weapons and armour from the Night Haint Equipment List.

Special Rules: Ethereal, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Violent Entry.

SPECIAL RULES

Violent Entry: Malignant Spirits contained within the Requiliary thirst for the moment they are released into battle. They gain +1 to hit +1 Strength if they charge on the turn they were summoned.





Genchmen



Revenants

20 gold crowns

Revenants are the bodys and souls of the dead, who do not or refuse to realise they have died. Unlike Zombies and skeletons these dead men are not raised by a vampire or a necromancer but stay in this realm through stubbornness.

Profile	M	WS	BS	S	T	W	I	A	Ld
Living Corpse	4	2	2	3	3	1	1	1	5

Weapons/Armour: Revenants fight with weapons and armour from the Night Haint Equipment List.

Special Rules: Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Spectral Ascension.

SPECIAL RULES

Spectral Ascension: whilst not ready to let go of their life, the Revenants sometimes are able to let go of their psychical body. Once a Revenant rolls Lads Got Talent, they gain the Ethereal Rule once they become a hero.

0.2 Spirit Host

40 gold crowns

Choking the air above the Night Haint host are the Spirit Hosts. These are a collection of souls of the damned, stripped of body and identity, and they scream endlessly for the life they have lost.

Profile	M	WS	BS	S	T	W	I	A	Ld
Spirit Host	3	2	0	2	2	3	2	3	6

Weapons/Armour: Spirit Hosts fight with Spectral claws and daggers.

Special Rules: Ethereal, Large, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Brain, Spectral Touch.

SPECIAL RULES

Spectral Touch: If the hit roll for an attack made by a Spirit Host is 6, the spirit's frightful touch stills the victim's beating heart, immediately inflicting 1 wound additional wound. Roll to wound for the hit as normal

Poltergeists

15 gold crowns

Profile	M	WS	BS	S	T	W	I	A	Ld
Geist	4	1	1	1	1	1	1	1	6

Weapons and Armour: Poltergeists fight unarmed without penalty.

Special Rules: Incorporeal, Ethereal, Silent Move, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Brain, Ignored

Incorporeal: Not all spirits have a firm footing in the physical realm. When a Poltergeist is wounded do not roll for injury they are immediately OOA.

Silent Move: Poltergeists always remain hidden unless they charge an enemy warrior.

Cause Ruckus: Poltergeists may make a shooting attack with a Range of 6" with no penalties whatsoever, as they throw whatever isn't bolted down at their victim. The attack fires twice and has a Strength of 1.

Ignored: Poltergeists that are OOA do not count towards Rout tests.

0.1 Mourngul

210 Gold Crowns

Terrifying, inhuman spectre of monstrous size, the Mourngul attacks with its nightmarishly elongated claws and distended fangs in a frenzied hunger for flesh and souls.

Profile	M	WS	BS	S	T	W	I	A	Ld
Haunter	6	3	0	5	5	3	2	3	6

Weapons/Armour: the Mourngul fights with Nightmarish Claws and Fangs.

Special Rules: Ethereal, Large, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Brain, Nightmare Birth, Ravening Onslaught, Hainter of the Dark.

SPECIAL RULES

Nightmare Birth: A huge amount of death is required to pull a Mourngul into the physical realm and as such they may only be summoned once a Large model has been taken OOA. once the Mourngul has been summoned, deploy it in the final resting place of the Large model.

Ravening Onslaught: a rampaging Mourngul does not tire in fact it gets more deadly. Every to hit roll of 6 grants the Mourngul another attack, and further to hit rolls of 6 will generate further attacks.

Haunter of the Dark: the Mourngul's Ethereal save is increased to a 3+.



Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also destroy the vitality of the living. This list is slightly revised for use in a Wraith Warband.

D6 Result

1 **Spell of Awakening** **Difficulty: Auto**

The Sorcerer summons calls the soul of a slain Hero back to his body and enslaves him with corrupt magic.

If an enemy Hero is killed (i.e. your opponent rolls 11-15 on the serious injury chart after the battle), then the sorcerer may raise him to fight as a Revenant in his servitude. The dead Hero retains his characteristics and all his weapons and armour but may not use any equipment or skills. He may no longer run, counts as a Henchmen group on his own

2 **Lifestealer** **Difficulty 10**

The Sorcerer sucks out the very essence of life from his victim, stealing its vigour for himself.

Choose a single model within 6". The target suffers a wound, (no saves allowed) and the sorcerer gains an extra wound for the duration of the battle. This may take the Wounds of a Necromancer above their original maximum value. This spell will not affect the Possessed or any Undead models.

3 **Reanimation** **Difficulty 5**

At the spoken command of the Sorcerer, the dead rise to fight again.

One Revenant that went out of action during the last hand to hand combat phase immediately returns to battle. Place the model within 6" of the sorcerer. The model cannot be placed straight into hand to hand combat with an enemy model. This spell can be used on Spirits and Banshee to restore 1 lost wound (should they have more than one). This cannot be used to bring Spirits, Spirit Hosts, Banshees and Mourngul back to life if they are taken out of action the way Revenants can.

4 **Spell of Doom** **Difficulty 9**

The Sorcerer whispers to the sleeping dead to rise up from the ground and seize his enemies.

Chose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.

5 **Call of Vanhel** **Difficulty 6**

The Sorcerer summons the world of the dead to invigorate his Undead servants.

A single Revenant, Spirit Host, Spirit, Poltergeist or Banshee within 6" of the caster may immediately move again up to its maximum movement distance. If this moves them into base contact with an enemy model then it counts as charging. The targeted model will automatically pass Initiative tests needed to be made during this extra movement.

6 **Living Horror** **Difficulty 8**

The ghostlights around the Wraith intensify as he torments the mind of his enemy forcing him to experience the sensation during the very moment of his death over and over

You may choose one model within 8" of the Wraith and roll D6+3. If this score is equal to or greater than the Leadership of the target model, then that model suffers a Wound, no armour saves allowed. If this wounds the target and they still have Wounds remaining, then that target may not move, shoot or cast spells during their next turn unless they pass a Leadership test. This spell will not affect the Possessed, Undead, or any model that is immune to fear.