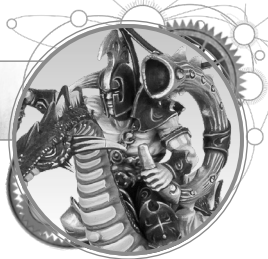


HELLSTRIDERS

WITH HELLSOURGES



Hellstriders ride daemonic Steeds to war – indeed, they have no choice, for once they climb into the saddle they can never dismount. Those who use the long, whip-like Hellscourge as their weapon of choice are expert in inflicting painful wounds.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellscourge	3"	1	3+	4+	-	1
Poisoned Tongue	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Hellstriders with Hellscourges has any number of models, each armed with a Hellscourge.

MOUNT: This unit's Steeds of Slaanesh each attack with their Poisoned Tongue.

HELLREAYER: 1 model in this unit can be a Hellreaver. Add 1 to the Attacks characteristic of a Hellreaver's Hellscourge.

STANDARD BEARERS: 1 in every 5 models in this unit can be a Hellstrider Banner Bearer, and 1 in every 5 models in this unit can be a Hellstrider Icon Bearer.

Hellstrider Banner Bearer: You can re-roll charge rolls for this unit while it includes any Hellstrider Banner Bearers.

Hellstrider Icon Bearer: Add 2 to the Bravery characteristic of this unit while it includes any Hellstrider Icon Bearers.

HORNBLOWER: 1 in every 5 models in this unit can be a Hellstrider Hornblower. If the unmodified roll for a battleshock test for an enemy unit that is within 6" of this unit while this unit includes any Hellstrider Hornblowers is 1, that battleshock test must be re-rolled.

ABILITIES

Soul Hunters: *Slaanesh rewards his Seekers and Hellstriders with intoxicating energy when they slay his foes.*

If any enemy models were slain by wounds inflicted by this unit's attacks in the combat phase, add 1 to the Attacks characteristic of this unit's melee weapons in the next combat phase.

KEYWORDS

CHAOS, MORTAL, SLAANESH, HEDONITE, HELLSTRIDERS