

HEXGORGER SKULLS

Hexgorger Skulls are the physical manifestation of Khorne's hatred of the arcane arts. They drift across the battlefield, seeking to feed upon eldritch energy and those conjurers who attempt to use it.

DESCRIPTION

Hexgorger Skulls is a single Judgement of Khorne that consists of two models. If it is removed from play, remove both models.

JUDGEMENT OF KHORNE

Summon Hexgorger Skulls: *With harsh invective and vows of violence against sorcerers, a Khornate priest causes the Blood God's will to manifest.*

At the start of your hero phase, 1 friendly **KHORNE PRIEST** can attempt to perform this judgement. If they do so, make a judgement roll by rolling a dice. On a 3+ the judgement roll is successful. If the judgement roll is successful, set up both Hexgorger Skull models within 6" of each other and wholly within 8" of that **KHORNE PRIEST**.

ABILITIES

Compelled by Hate: *Hexgorger Skulls levitate above the battlefield, hunting tirelessly for their eldritch prey.*

When this judgement is set up, the player who set it up can immediately make a move with it. In addition, at the start of each of their subsequent hero phases, the player who set this judgement up can make a move with it if it is still on the battlefield. When you move this judgement, it can move up to 8" and can fly. Both models from this judgement must finish any move within 6" of each other.

Hexgorgers: *Hexgorger Skulls exist purely to destroy magic. Hunting in tandem, they feed upon the arcane knowledge of their prey, regurgitating the powers they consume as jets of boiling blood whose touch is death to wizard-kind.*

Subtract 2 from casting rolls for **WIZARDS** while they are within 12" of any Hexgorger Skulls models. In addition, if a **WIZARD** attempts to cast a spell while it is within 12" of both models from the same Hexgorger Skulls Judgement of Khorne, and the casting roll is an unmodified 8, then that casting attempt is not successful, that **WIZARD** no longer knows that spell, and each **WIZARD** within 12" of that Judgement of Khorne suffers D6 mortal wounds.