

# BLACK COACH

Driven by a Cairn Wraith and bearing the remains of a slain vampire encased within an ensorcelled coffin, the Black Coach seeks out sites of great slaughter and suffering, swelling with dark magic as it runs down helpless mortals in an explosion of gore.



| MELEE WEAPONS                | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------------------|-------|---------|--------|----------|------|--------|
| Cairn Wraith's Reaper Scythe | 1"    | 3       | 4+     | 3+       | -1   | 2      |
| Nightmares' Hooves and Teeth | 1"    | 4       | 4+     | 4+       | -    | 1      |

## DESCRIPTION

A Black Coach is a single model. It is driven by a Cairn Wraith armed with a massive two-handed Reaper Scythe, and is pulled along by skeletal Nightmares that lash out at the foe with their Hooves and Teeth.

## ABILITIES

**Frightful Touch:** Each time you make a hit roll of 6+ for the Cairn Wraith's Reaper Scythe, that attack inflicts 2 mortal wounds instead of the normal damage (do not make a wound or save roll).

**Reaped Like Corn:** If the target unit has 5 or more models, you can re-roll failed hit rolls for the Cairn Wraith's Reaper Scythe.

**Evocation of Death:** In your hero phase, roll a dice for each friendly **DEATH WIZARD** within 12" of this model. For each roll of 6, the Black Coach gains a level of power for the rest of the battle; these are cumulative and grant the following abilities:

**First Level – Gleaming Scythes:** After this model completes a charge, pick an enemy unit within 1" of this model. That unit suffers D3 mortal wounds.

**Second Level – Unholy Vigour:** This model has a Move characteristic of 14" instead of 10".

**Third Level – Witch-fire:** Add 1 to hit rolls for this model.

**Fourth Level – Howling Winds:** This model can fly.

**Fifth Level – Nimbus of Darkness:** This model can attempt to unbind one spell in the enemy hero phase as if it were a **WIZARD**.