

HEXWRAITHS

Upon ghostly steeds, the Hexwraiths ride straight through their foes, turning blood to ice and snatching souls from screaming warriors. Once knights both proud and cruel, these ethereal killers relive their glory by visiting pain and death upon the mortal races of the realms.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Scythe	1"	2	4+	3+	-1	1
Skeletal Steed's Hooves and Teeth	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Hexwraiths has 5 or more models armed with glowing Spectral Scythes and riding Skeletal Steeds that lash out at the enemy with their Hooves and Teeth.

FLY

Hexwraiths can fly.

HELLWRAITH

The leader of this unit is a Hellwraith. Add 1 to the Attacks characteristic of a Hellwraith's Spectral Scythe.

ABILITIES

Frightful Touch: Each time you make a hit roll of 6+ for a Spectral Scythe, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

Ethereal: Ignore modifiers (positive or negative) when making save rolls for this unit.

Spectral Hunters: In the movement phase, immediately after this unit has moved, you can pick an enemy unit that was passed across by any models from this unit. If you do so, roll a dice for each Hexwraith that passed across that enemy unit. For each roll of 5+, that enemy unit suffers 1 mortal wound.