

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 mortals.



MELEE WEAPONS

Spectral Scythe

Hooves and Teeth

Range

1"

1"

Attacks

2

2

To Hit

4+

4+

To Wound

3+

5+

Rend

-1

-

Damage

1

1

DESCRIPTION

A unit of Hexwraiths has any number of models, each armed with a Spectral Scythe.

MOUNT: This unit's Skeletal Steeds attack with their Hooves and Teeth.

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

FLY: This unit can fly.

ABILITIES

Ethereal: *Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this unit.

Frightful Touch: *Even the slightest scratch from a Spectral Scythe can still a beating heart.*

If the unmodified hit roll for an attack made with a Spectral Scythe is 6, that attack inflicts 1 mortal wound and the attack sequence ends (do not make a wound or save roll).

Spectral Hunters: *As the Hexwraiths ride down their chosen prey, any whom they pass through en route to their target are subject to the phantasmal cavalry's life-leeching powers.*

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

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SUMMONABLE, HEXWRAITHS