

# WIGHT KING

ON SKELETAL STEED



Some Wight Kings take to battle atop ancient skeletal steeds clad in rusted barding. These Deathrattle monarchs typically ride at the very forefront of the undead advance, stampeding the enemy into dust and driving their lances into the hearts of the living.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tomb Lance	2"	3	3+	3+	-1	D3
Hooves and Teeth	1"	2	4+	4+	-	1

## DESCRIPTION

A Wight King on Skeletal Steed is a single model armed with a Tomb Lance.

**MOUNT:** This model's Skeletal Steed attacks with its Hooves and Teeth.

## ABILITIES

**Deathly Charge:** *Mounted upon its swift skeletal steed, the Wight King is capable of attaining a deadly momentum before its lance strikes home.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

## COMMAND ABILITIES

**Lord of Bones:** *At the rasped command of their king, the Deathrattle hordes lay about the enemy with a tireless focus.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **DEATHRATTLE** unit wholly within 12" of this model. Until the end of that phase, you can re-roll hit rolls of 1 for attacks made with melee weapons by that unit.

## KEYWORDS

DEATH, SOULBLIGHT GRAVELORDS, DEATHRATTLE, HERO, WIGHT KING, WIGHT KING ON SKELETAL STEED