

WARSCROLL



TENEBRAEL SHARD

A Tenebrael Shard is a killer of superlative skill. Fast beyond belief, supernaturally agile and ominously silent, the Shard closes upon his prey as fast as thought and ends their lives with callous efficiency. None know whether he is an assassin, a spy, or simply a terrifying force of nature, but to stand in his path means certain death.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bladed Barbs	1"	6	4+	4+	-	1
Reaper Gauntlets	2"	2	3+	3+	-1	D3

DESCRIPTION

A Tenebrael Shard is a single model. He is armed with Bladed Barbs that hang from his body on iron chains, while his hands are sheathed within a pair of wickedly sharp Reaper Gauntlets.

ABILITIES

Shadowstrike: Roll a dice for this model in each of your hero phases. On a roll of 4 or more you can remove it from the battlefield, and then set it back up anywhere within 3" of the enemy. If you do so, you can add 1 to all hit rolls made for this model for the rest of the turn.

Graceful Killer: When you make save rolls for a Tenebrael Shard, ignore the attack's Rend characteristic.

Incredible Speed: If a Tenebrael Shard slays any models in the combat phase, he can make an 8" move immediately after his attacks have been resolved. He cannot finish the move within 3" of any enemy models.

KEYWORDS

ORDER, AELF, HERO, TENEBRAEL SHARD