



DARKSHARDS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cruel Dagger	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Darkshards has 10 or more models. Darkshards are armed with fast-firing Repeater Crossbows and Cruel Daggers. Some units of Darkshards also carry Darkshields into battle.

GUARDMASTER

The leader of this unit is a Guardmaster. You can add 1 to hit rolls for a Guardmaster in the shooting phase.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of any **DARKLING COVEN HERO** from your army.

HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll a single dice when determining how far this unit can charge if it includes any Hornblowers.

ABILITIES

Storm of Iron-tipped Bolts: You can add 1 to hit rolls for a Darkshard in the shooting phase if its unit has 20 or more models and there are no enemy models within 3".

Darkshields: You can re-roll save rolls of 1 for a unit with Darkshields. You can re-roll failed save rolls of 1 or 2 for this unit in the combat phase instead.

KEYWORDS

ORDER, AELF, DARKLING COVEN, DARKSHARDS