



SWORDMASTERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Greatsword	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Swordmasters has 5 or more models. They wield mighty Greatswords.

BLADELORD

The leader of this unit is a Bladelord. A Bladelord makes 3 attacks rather than 2.

HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll any dice rolls of 1 when determining how far this unit can run or charge if it includes any Hornblowers.

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 another **ELDRITCH COUNCIL** unit from your army that includes a Standard Bearer.

ABILITIES

A Blur of Blades: Swordmasters wield and spin their blades so deftly that they can almost always land a fatal blow. You can re-roll hit rolls of 1 when attacking with a Swordmaster.

Deflect Shots: Such is their skill that Swordmasters can deflect arrows in mid-air. You can re-roll failed save rolls for this unit in the shooting phase.

KEYWORDS ORDER, AELE, ELDRITCH COUNCIL, SWORDMASTERS