

# BLEAKSWORDS

Bleakswords leap into the fray in a blur of flashing steel. Wielding their duelling swords with unnatural grace, they slice their foes to ribbons with an unstoppable flurry of strikes.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkling Sword	1"	1	4+	4+	-	1

## DESCRIPTION

A unit of Bleakswords has any number of models, each armed with a Darkling Sword.

**LORDLING:** 1 model in this unit can be a Lordling. Add 1 to the Attacks characteristic of that model's melee weapon.

**STANDARD BEARER:** 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

**HORNBLOWER:** 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

## ABILITIES

**Quicksilver Strike:** *These warriors seem to move in the blink of an eye, unleashing lethal ripostes and counter-strikes.*

If the unmodified hit roll for an attack made with a Darkling Sword is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

**Ranks of Cold Steel:** *The massed ranks of the Darkling Covens fight with deadly coordination.*

Add 1 to hit rolls for attacks made by this unit if it has 10 or more models.

## KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, BLEAKSWORDS