

# DARKSHARDS

Armed with fast-firing repeater crossbows, formations of Darkshards unleash a withering hail of iron-tipped bolts into their enemies, each volley piercing eyes and puncturing hearts.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	2	4+	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 any number of models, each armed with a Repeater Crossbow and Cruel Dagger.

**GUARDMASTER:** 1 model in this unit can be a Guardmaster. Add 1 to hit rolls for attacks made with this model's missile 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

**Storm of Iron-tipped Bolts:** *The skies darken moments before the enemy below is shredded by a volley of iron bolts.*

Add 1 to hit rolls for attacks made with this unit's Repeater Crossbows if it has 10 or more models.