

# DREADSPEARS

Dreadspear shieldwalls form the armoured core of the Darkling Covens' armies. Fully enthralled to the service of their masters, these cruel warriors fight and slay with unnerving focus.



## MELEE WEAPONS

Darkling Spear

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

## DESCRIPTION

A unit of Dreadspears has any number of models, each armed with a Darkling Spear.

**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

**Coven Guard:** *These warriors are trained to wait for the perfect moment before thrusting their spears into the heart of the foe.*

If the unmodified hit roll for an attack made with a Darkling Spear is 6, that weapon has a Rend characteristic of -1 instead of '-' for that attack.

**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, DREADSPEARS