

## WARSCROLL

# KNIGHT OF SHROUDS

The Knight of Shrouds is a traitor to his own kin, a turncoat who was called to rule in Nagash's hellish dystopia rather than serve in Sigmar's heaven-sent armies. He has bartered away his soul in exchange for generalship of a powerful undead host, and brings the undeniable word of Nagash's rule to those who think to resist him. The bite of his blade is as grave-cold as his immortal heart.



### MELEE WEAPONS

Sword of Stolen Hours

### Range

1"

### Attacks

4

### To Hit

3+

### To Wound

3+

### Rend

-1

### Damage

2

### DESCRIPTION

A Knight of Shrouds is a single model. They are armed with a Sword of Stolen Hours.

### FLY

Knights of Shrouds can fly.

### ABILITIES

**Ethereal:** *There are creatures whose bodies have long since rotted away, making them difficult to harm with mundane weapons.*

Ignore modifiers (positive or negative) when making save rolls for this model.

**Stolen Hours:** *The bearer of a sword of stolen hours can pilfer the sands of time from a foe and use it to increase their own lifespan.*

Each time a wound inflicted by this model's Sword of Stolen Hours slays an enemy **HERO**, heal 1 wound allocated to this model.

### COMMAND ABILITIES

**Spectral Overseer:** *In life, the Knight of Shrouds commanded legions of devoted soldiers. In death, he turns his military genius to the command of shrieking spirits and vengeful phantasms.*

If this model is your general and uses this command ability, then in the combat phase of this turn, add 1 to hit rolls for friendly **NIGHTHAUNT** models while they are wholly within 9" of it.

### KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, KNIGHT OF SHROUDS