

# DREADBLADE HARROW



Dreadblade Harrows are spectral lieutenants, spirit knights mounted upon ghostly steeds. They are able to fade and reappear, so no place on the battlefield is safe from their charge and the sweep of their deadly dreadblades.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dreadblade	1"	3	3+	3+	-1	1
Ghostly Hooves and Teeth	1"	2	4+	5+	-	1

## DESCRIPTION

A Dreadblade Harrow is a single model armed with a Dreadblade.

**MOUNT:** This model's Ethereal Steed attacks with Ghostly Hooves and Teeth.

**FLY:** This model can fly.

## ABILITIES

**Phantasmal Discorporation:** *Dreadblade Harrows are able to disappear in a spectral mist.*

If this model is more than 3" from any enemy models at the start of your movement phase,

instead of making a normal move, you can remove it from the battlefield and then set it up anywhere on the battlefield more than 9" from any enemy models.

**Dreadblade:** *A Dreadblade can be wielded in a single hand to make a devastating thrust when the bearer charges a foe, or swung with two hands in deadly sweeping arcs once the bearer is engaged in combat.*

Add 1 to the Damage characteristic of this model's Dreadblade if it made a charge move in the same turn. Add 1 to the Attacks characteristic of this model's Dreadblade if it did not make a charge move in the same turn.

**Ethereal:** *Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.*

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

**Curse of Loyalty:** *In life these knights were retainers to one that would become a Knight of Shrouds. They failed to thwart his act of betrayal, and are now cursed to serve loyally beneath him.*

Re-roll wound rolls of 1 for attacks made with this model's Dreadblade while it is within 9" of a friendly **KNIGHT OF SHROUDS**.

## KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, DREADBLADE HARROW