

# KNIGHT OF SHROUDS

## ON ETHEREAL STEED

On the bleakest nights of the human soul, the Knights of Shrouds ride at the head of a massed gathering of undead. Their disembodied voices ring out over the moans of the deceased even as they steal the lives from their foes.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword of Stolen Hours	1"	4	3+	3+	-1	2
Steed's Ghostly Hooves and Teeth	1"	2	4+	5+	-	1

### DESCRIPTION

A Knight of Shrouds on Ethereal Steed is a single model. It is armed with a Sword of Stolen Hours and its mount attacks with its Ghostly Hooves and Teeth.

**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 steal vital energy from a foe and use it to increase their own power.*

Allocate wounds inflicted by this model's Sword of Stolen Hours before allocating wounds inflicted by this model's Ghostly Hooves and Teeth. Each time a wound inflicted by the Sword of Stolen Hours slays an enemy **HERO**, heal 1 wound that has been allocated to this model.

### COMMAND ABILITIES

**Lord of Gheists:** *Each Knight of Shrouds was a mighty general in mortal life, and still retains the ability to spur those under their command to great feats of arms.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly **NIGHTHAUNT** unit that is wholly within 18" of this model. Add 1 to the Attacks characteristic of that unit's melee weapons in that combat phase.