

BLACK KNIGHTS

These skeletal horsemen charge into battle upon fleshless steeds, slicing into the enemy ranks like a scythe that reaps the living. Their great lances punch through armour and bone with ease, smashing the life from dozens of enemy soldiers. All that the Black Knights leave in their wake are ruptured corpses and the chill aura of death.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barrow Lance	1"	2	3+	4+	-	1
Skeletal Steed's Hooves and Teeth	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Black Knights has 5 or more models. Black Knights are armed with Barrow Lances and carry Crypt Shields. They ride Skeletal Steeds that lash out at the enemy with their Hooves and Teeth.

HELL KNIGHT

The leader of this unit is a Hell Knight. Add 1 to the Attacks characteristic of a Hell Knight's Barrow Lance.

STANDARD BEARER

Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units that are within 6" of any **DEATH** Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Deathly Charge: If this unit completed a charge this turn, add 1 to its wound rolls and add 1 to the Damage characteristic of its Barrow Lances.

Crypt Shields: You can add 1 to save rolls for this unit against attacks that have a Rend of '-'.