

BLOOD KNIGHTS

These undead cavaliers are a vision of martial glory, bedecked in crimson armour and wielding fabulously ornate weapons. The Blood Knights strike the enemy line with bone-cracking force, nightmarish steeds crushing the foe beneath their stamping hooves even as their vampiric riders open throats and remove heads with every slice of their gleaming blades.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Templar Lance or Blade	1"	3	3+	3+	-1	1
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Blood Knights has 5 or more models. Blood Knights are armed with Templar Lances or Blades and carry Bloodshields. They are mounted on Nightmares that attack the enemy with their Hooves and Teeth.

KASTELLAN

The leader of this unit is a Kastellan. Add 1 to the Attacks characteristic of a Kastellan's Templar Lance or Blade.

STANDARD BEARER

Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they 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

The Hunger: At the end of any combat phase in which this unit slew any models, you can heal 1 wound that has been allocated to it.

Martial Fury: If this unit completed a charge this turn, increase the Damage characteristic of its Templar Lances or Blades to D3.

Bloodshields: Add 1 to the save rolls for a unit carrying Bloodshields against attacks that have a Rend characteristic of '-'.
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