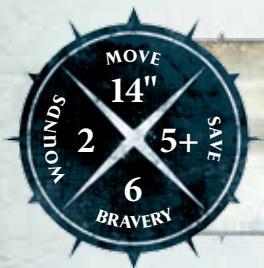




## DARK RIDERS



### MISSILE WEAPONS

Repeater Crossbow

Range

Attacks

To Hit

To Wound

Rend

Damage

16"

3

5+

4+

-

1

### MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Barbed Spears and Swords

2"

1

4+

4+

-

1

Dark Steeds' Vicious Bites

1"

2

4+

5+

-

1

### DESCRIPTION

A unit of Dark Riders has 5 or more models. They are armed with deadly Repeater Crossbows and cruel Barbed Spears and Swords. Dark Riders also carry Darkshields. They ride Dark Steeds that attack with Vicious Bites.

### HERALD

The leader of this unit is a Herald. You can add 1 to any hit rolls for a Herald.

### STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models.

### HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll a single dice when determining how far this unit can charge if it includes any Hornblowers.

### ABILITIES

**Sow Terror and Confusion:** Enemy units within 14" of Dark Riders are terror-struck; if any of these units take a battleshock test and the roll for that test is a 1, you can roll a dice and add its score to the unit's battleshock test result.

**Darkshields:** You can re-roll save rolls of 1 for a unit with Darkshields. You can re-roll failed save rolls of 1 or 2 for this unit in the combat phase instead.

### KEYWORDS

ORDER, AELF, SHADOWBLADES, DARK RIDERS