



DEMIGRYPH KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lance and Sword	2"	2	4+	4+	-	1
Cavalry Halberd	2"	2	4+	3+	-	1
Demigryph's Razor-sharp Talons	1"	3	4+	3+	-1	1

DESCRIPTION

A unit of Demigryph Knights has 3 or more models. Some units of Demigryph Knights wield Lances and Swords, while others are armed with Cavalry Halberds. In either case, the Knights carry Shields and ride upon fearsome Demigryphs that attack with their Razor-sharp Talons.

PRECEPTOR

The leader of this unit is a Preceptor. A Preceptor makes 1 extra attack with either his Lance and Sword or Cavalry Halberd.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, it only needs to take a battleshock test if two or more of its models were slain during the turn.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes any Hornblowers, add 2 to its charge rolls.

ABILITIES

Shield: You can re-roll save rolls of 1 for a unit equipped with Shields.

Charging Lance: Add 1 to the wound rolls and Damage for this unit's Lances and Swords if it charged in the same turn.

Savage Ferocity: If the wound roll for a Demigryph's Razor-sharp Talons is a 6 or more, then that attack inflicts D3 damage instead of 1.

KEYWORDS

ORDER, HUMAN, FREE PEOPLES, DEMIGRYPH KNIGHTS