

WARSCROLL



DRAKESPAWN KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Lance and Blade	2"	1	3+	4+	-	1
Drakespawn's Ferocious Jaws	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Drakespawn Knights can have 5 or more models. They wield Barbed Lances and Blades and carry Darkshields. They are mounted on foul Drakespawn that tear into the enemy with their Ferocious Jaws.

DREAD KNIGHT

The leader of this unit is a Dread Knight. A Dread Knight makes 2 attacks rather than 1 with his Barbed Lance and Blade.

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. Add 2 to their Bravery instead if the unit is within 8" of any **ORDER SERPENTIS HERO** from your army.

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

Lance Charge: Add 1 to the wound rolls and Damage of a Drakespawn Knight's Barbed Lance and Blade if he charged in the same turn.

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, ORDER SERPENTIS, DRAKESPAWN KNIGHTS