

DARK RIDERS



For those marked by the Dark Riders, there is nowhere to flee. These cloaked killers gallop forth upon red-eyed shadowmares, levelling spears and repeater crossbows to deal a fatal blow to their quarry.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	3	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Spear	2"	1	4+	4+	-	1
Vicious Bite	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Dark Riders has any number of models, each armed with a Repeater Crossbow and Barbed Spear.

MOUNT: This unit's Dark Steeds attack with their Vicious Bite.

HERALD: 1 model in this unit can be a Herald. Add 1 to hit rolls for attacks made with that model's missile weapon.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 5 models in this unit can be a Hornblower. Add 1 to charge rolls for units that include any Hornblowers.

ABILITIES

Murderous Charge: *Driven home by the momentum of their wielders' charge, spears thrust deep into the enemy's flesh.*

This unit's Barbed Spears have a Damage characteristic of 2 instead of 1 if this unit made a charge move in the same turn.

Sow Terror and Confusion: *Dark Riders wage a war of terror and confusion, striking at their enemy's weakest points with merciless precision.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of any friendly **DARK RIDERS**.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, SHADOWBLADES, DARK RIDERS