

DEMIGRYPH KNIGHTS

Wielding gleaming lances and halberds, Demigryph Knights are amongst the finest warriors of the free cities. Their fleet-footed mounts have razor-sharp beaks that can tear through armour and flesh with ease.



MELEE WEAPONS

| | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------------|-------|---------|--------|----------|------|--------|
| Demigryph Knight's Halberd | 2" | 3 | 3+ | 3+ | -1 | 1 |
| Demigryph Knight's Lance | 2" | 3 | 3+ | 4+ | - | 1 |
| Beak and Talons | 1" | 3 | 3+ | 3+ | -1 | 1 |

DESCRIPTION

A unit of Demigryph Knights has any number of models. The unit is armed with one of the following weapon options: Demigryph Knight's Halberd; or Demigryph Knight's Lance.

MOUNT: This unit's Demigryphs attack with their Beaks and Talons.

PRECEPTOR: 1 model in this unit can be a Preceptor. Add 1 to the Attacks characteristic of that model's Demigryph Knight's Halberd or Demigryph Knight's Lance.

STANDARD BEARER: 1 in every 3 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 3 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Charging Lance: *Demigryph Knights are deadly on the charge.*

This unit's Demigryph Knight's Lances have a Rend characteristic of -2 instead of '-1' and a Damage characteristic of 2 instead of 1 if this unit made a charge move in the same turn.

Savage Ferocity: *The sharp beak of a Demigryph can punch through enemy armour.*

If the unmodified wound roll for an attack made with this unit's Beak and Talons is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, DEMIGRYPH KNIGHTS