

DRAKESPAWN KNIGHTS

Cold-blooded Drakespawn make for formidable mounts, for not only do they carry their lance-bearing riders towards the enemy with sure-footed speed, their fangs and claws are sharp enough to tear through metal and bone with ease.



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

DESCRIPTION

A unit of Drakespawn Knights has any number of models, each armed with a Barbed Lance.

MOUNT: This unit's Drakespawn attack with their Ferocious Jaws.

DREAD KNIGHT: 1 model in this unit can be a Dread Knight. Add 1 to the Attacks characteristic of that model's melee 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

Lance Charge: *As the Drakespawn thunder across the battlefield, lances are levelled ready to be driven deep into the enemy.*

This unit's Barbed 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.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, ORDER SERPENTIS, DRAKESPAWN KNIGHTS