



BLOOD KNIGHTS



Blood Knights are vampires obsessed with battle, and their codes of chivalric honour are warped indeed. Mounted atop hulking Nightmares, they seek out war wherever it can be found, trampling straight over lesser foes to reach the worthiest challenges.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Templar Lance or Blade	1"	3	3+	3+	-1	1
Hooves and Teeth	1"	3	4+	4+	-	1

DESCRIPTION

A unit of Blood Knights has any number of models, each armed with a Templar Lance or Blade.

MOUNT: This unit's Nightmares attack with their Hooves and Teeth.

CHAMPION: 1 model in this unit can be a Kastellan. Add 1 to the Attacks characteristic of a Kastellan's Templar Lance or Blade.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. You can re-roll rolls of 1 for the Deathless Minions battle trait for this unit while it has any Standard Bearers.

ABILITIES

Riders of Ruin: *Blood Knights trample clean over lesser foes to strike at more worthy challengers.*

In your movement phase, if this unit is within 3" of an enemy unit, it can make a normal move. If it does so, it can pass across other models with a Wounds characteristic of 3 or less (that do not have a mount) in the same manner as a model that can fly. After this unit has made a normal move, roll a dice for each enemy unit that has any models passed across by any models in this unit. On a 2+, that enemy unit suffers D3 mortal wounds.

Martial Fury: *Woe betide any who dare stand before a Blood Knight's charge.*

Add 1 to the Damage characteristic of this unit's Templar Lances or Blades if this unit made a charge move in the same turn.

The Hunger: *Soulblight creatures crave the taste of blood and are empowered when they drink deep from the veins of defeated foes.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this unit's attacks in that phase, you can heal up to D3 wounds allocated to this unit.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT GRAVELORDS, BLOOD KNIGHTS