



SPIDER RIDERS



Skittermobs of Spider Riders stream across the battlefield, pouring through, over and around even the densest terrain or most formidable fortifications. They encircle their foes, pelting them with poisoned arrows and jabbing with crooked spears.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider-bow	16"	2	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crooked Spear	2"	1	5+	4+	-	1
Fangs	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Spider Riders has any number of models, each armed with a Crooked Spear and Spider-bow.

MOUNT: This unit's Giant Spiders attack with their Fangs.

SPIDER RIDER BOSS: The leader of this unit is a Spider Rider Boss. You can add 1 to hit rolls for attacks made with melee weapons by a Spider Rider Boss.

BONE DRUMMER: 1 in every 10 models in this unit can be a Bone Drummer. Add 2 to run rolls for a unit that includes any Bone Drummers.

SPIDER TOTEM BEARERS: 1 in every 10 models in this unit can be a Spider Totem Bearer. Add 2 to the Bravery characteristic of a unit that includes any Spider Totem Bearers.

ABILITIES

Spider Venom: A Giant Spider's fangs glisten with lethal venom.

If the unmodified hit roll for an attack made by this model's Giant Spider's Fangs is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Wall Crawler: Giant Spiders can skitter up and down vertical surfaces as if they were flat ground.

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, SPIDERFANG, GROT, SPIDER RIDERS