



RIPPERDACTYL CHIEF



Skink Chiefs who ride Ripperdactyls are fearsome, battle-scarred warriors that share much in common with their ferocious mounts. Under their direction, a pack of Ripperdactyls can unleash a truly hideous storm of violence.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skyblade	1"	4	3+	4+	-1	1
Tearing Jaws	1"	4	4+	3+	-	1

A Ripperdactyl Chief is a single model armed with a Skyblade.

MOUNT: This model's Ripperdactyl attacks with its Tearing Jaws.

FLY: This model can fly.

ABILITIES

Voracious Appetite: *Ripperdactyls have a constant urge to feed, even in the midst of battle.*

If the unmodified hit roll for an attack made with Tearing Jaws is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Ripperdactyl Assault: *A Ripperdactyl Chief is as ferocious as his mount, their example inspiring any cohorts of Ripperdactyl Riders that are nearby to attack with unbridled fury.*

You can this command ability at the start of the combat phase. If you do so, pick 1 friendly model with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **RIPPERDACTYL** units that are wholly within 18" of that model.

KEYWORDS

ORDER, SERAPHON, SKINK, RIPPERDACTYL, HERO, RIPPERDACTYL CHIEF