

RIPPERDACTYL RIDERS

In a storm of snapping, razor-sharp fangs, Ripperdactyls descend to tear apart their prey. The bloodlust of these creatures can never be sated, for in their bestial hearts lurks an endless desire to kill.



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

DESCRIPTION

A unit of Ripperdactyl Riders has any number of models, each armed with a Moonstone Warspear.

MOUNT: This unit's Ripperdactyls attack with their Tearing Jaws.

FLY: This unit can fly.

RIPPERDACTYL RIDER ALPHA:

1 model in this unit can be a Ripperdactyl Rider Alpha. Add 1 to the Attacks characteristic of that model's Moonstone Warspear.

BLOT TOAD: You receive 1 Blot Toad marker for each **RIPPERDACTYL RIDERS** unit in your army.

ABILITIES

Toad Rage: *The mere scent of a Blot Toad sends Ripperdactyls into a frenzy. It is no coincidence that these diminutive creatures seem to materialise whenever the winged beasts are near.*

At the start of the combat phase, you can set up 1 Blot Toad marker next to 1 enemy unit. If you do so, you can re-roll hit rolls for attacks made with Tearing Jaws by friendly **RIPPERDACTYL** units that are wholly within 6" of that enemy unit. At the

end of the combat phase, remove the Blot Toad marker; it cannot be used again in that battle.

Designer's Note: *Blot Toads are not units; they are markers that are used to keep track of which enemy units this ability affects and how many times you can use this ability during a battle.*

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.

KEYWORDS

ORDER, SERAPHON, SKINK, RIPPERDACTYL, RIPPERDACTYL RIDERS