

# TERRADON CHIEF

Known to their kin as ‘Masters of the Skies’, Skink Chiefs who ride Terradons are cunning warriors. They are adept at remaining beyond enemy retribution, directing their aerial cohorts to unleash their rocky barrage at precisely the right moment.



## MELEE WEAPONS

Skyblade

Razor-sharp Jaws

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

3

3+

4+

-1

1

1"

4

4+

4+

-

1

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

**MOUNT:** This model's Terradon attacks with its Razor-sharp Jaws.

**FLY:** This model can fly.

## ABILITIES

**Lead from on High:** *This wily chieftain directs their allies while flying high in the sky, only darting down for the briefest of moments to launch a strafing attack run.*

Subtract 1 from hit rolls for attacks made with melee weapons by models that cannot fly that target this model.

## COMMAND ABILITIES

**Coordinated Attack:** *A Terradon Chief can direct his warriors so that they unleash their deadly cargo to maximum effect.*

You can this command ability when a friendly **TERRADON RIDERS** unit uses its Deadly Cargo ability while it is wholly within 12" of a friendly model with this command ability. If you do so, the enemy unit suffers D3 mortal wounds for each 2+ instead of each 4+.

## KEYWORDS

ORDER, SERAPHON, SKINK, TERRADON, HERO, TERRADON CHIEF