



TERRADON RIDERS



Few creatures can hope to match a Terradon for speed. The skinks that ride them are gifted aerial warriors, directing their mounts to swoop low over the enemy lines before releasing the meteoric rocks that the beasts clasp in their powerful hind claws.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starstrike Javelin	12"	2	4+	3+	-	1
Sunleech Bolas	6"	D6	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Jaws	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Terradon Riders has any number of models. The unit is armed with one of the following weapon options: Starstrike Javelin; or Sunleech Bolas.

MOUNT: This unit's Terradons attack with their Razor-sharp Jaws.

FLY: This unit can fly.

TERRADON RIDER ALPHA: 1 model in this unit can be a Terradon Rider Alpha. Add 1 to the Attacks characteristic of that model's missile weapons.

ABILITIES

Deadly Cargo: *Terradons carry heavy boulders hewn from meteoric rock and carved with sigils of destruction, ready to be dropped at a command from their riders.*

Once per battle, after this unit finishes a move, you can pick 1 enemy unit and roll 1 dice for each model in this unit that passed across any models from that enemy unit. For each 4+, that enemy unit suffers D3 mortal wounds.

KEYWORDS

ORDER, SERAPHON, SKINK, TERRADON, TERRADON RIDERS