



GROT SPIDER RIDERS



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
Giant Spider's Fangs	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Grot Spider Riders has 5 or more models. The riders are armed with Crooked Spears and Spiderfang Shields. They ride upon Giant Spiders that attack their prey with poisoned Fangs. Some riders are also armed with Spider-bows.

SPIDER RIDER BOSS

The leader of this unit is a Spider Rider Boss. A Spider Rider Boss makes 2 attacks with his Crooked Spear, rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. You can add 2 to the Bravery of all models in a unit that includes any Icon Bearers as long as there are no enemy models within 3" of the unit.

BONE DRUMMER

Models in this unit may be Bone Drummers. Add 2 to the run rolls of a unit that includes any Bone Drummers.

ABILITIES

Spiderfang Shield: If a unit with Spiderfang Shields has 5 or more models, it has a Save of 5+.

Spider Venom: If you roll a 6 or more to hit for a Giant Spider's Fangs attack, do not make a separate wound roll for that attack – it inflicts 1 mortal wound on the target instead.

Wall-crawler: Grot Spider Riders can choose to move across scenery as if it was not there.

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, GROT SPIDER RIDERS