

RIPPERDACTYL RIDERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moonstone War-spear	2"	1	4+	4+	-	1
Ripperdactyl's Slashing Claws	1"	3	3+	3+	-	1
Ripperdactyl's Vicious Beak	1"	1	4+	3+	-	1

DESCRIPTION

A unit of Ripperdactyl Riders has 3 or more models. The skink riders are armed with Moonstone War-spears and carry Star-bucklers, while their mounts attack with Slashing Claws and Vicious Beaks.

ALPHA

The leader of this unit is the Alpha. An Alpha makes 2 attacks rather than 1 with its Moonstone War-spear.

FLY

Ripperdactyl Riders can fly.

ABILITIES

Swooping Dive: At the end of your movement phase, you can declare that this unit will swoop down to attack the foe at close quarters. If you do so, then in the following combat phase you can re-roll failed hit and wound rolls for this unit as the enemy reels from the sudden assault. Until your next hero phase, measure range and visibility for models in this unit as though they were on the ground.

Star-bucklers: Ripperdactyl Riders carry bucklers as resilient as the scales of stardrakes. When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.

Voracious Appetite: Each time a model from this unit attacks with its Vicious Beak and scores a hit, immediately make another hit roll against the same target. Carry on until a hit roll does not score a hit, then make any wound rolls.

Toad Rage: Ripperdactyls become utterly frenzied whenever they catch the scent of a Blot Toad, and it is no coincidence that these diminutive creatures seem to materialise amid the enemy whenever the winged beasts are near. In your first hero phase, place a Blot Toad anywhere on the battlefield for each of your units of Ripperdactyl Riders. In each of your movement phases, roll a dice and move the Blot Toad up to that many inches. Blot Toads do not count as enemy models to either side. If a Ripperdactyl attacks an enemy unit that is within 2" of any Blot Toad, it makes 3 attacks with its Vicious Beak instead of 1.

MAGIC

SLANN WIZARDS know the Summon Ripperdactyls spell, in addition to any others they know.

SUMMON RIPPERDACTYLS

Summon Ripperdactyls has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Ripperdactyls within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Ripperdactyls instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, RIPPERDACTYL RIDERS