

TERRADON RIDERS



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Starstrike Javelin		10"	2	4+	3+	-	1
Sunleech Bolas		5"	1	4+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Terradon's Razor-sharp Beak		1"	4	4+	4+	-	1
Skyblade		1"	3	3+	4+	-	1

DESCRIPTION

A unit of Terradon Riders has 3 or more models. Some units of Terradon Riders throw Starstrike Javelins, while others wield Sunleech Bolas. Their Terradon mounts make low dives to attack with their Razor-sharp Beaks.

UNIT LEADER

The leader of this unit is either an Alpha or a Master of the Skies. An Alpha's ranged weapon has a To Hit characteristic of 3+ rather than 4+, while a Master of the Skies is armed with a Skyblade instead of its ranged weapon.

FLY

Terradon Riders can fly.

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 game, the unit can drop its boulders onto an enemy unit it moves over during the movement phase. Roll a dice for each Terradon in this unit; for each result of 4 or more, the enemy unit is struck by an exploding boulder and suffers D3 mortal wounds.

Sunleech Bolas: If an attack made with a Sunleech Bolas scores a hit, the projectile bursts and spreads flames among the foe. Roll a dice and make that many wound rolls.

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.

Skyblade: If the target of an attack made with a Skyblade can fly, you can re-roll failed hit rolls.

MAGIC

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

SUMMON TERRADONS

Summon Terradons has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Terradons 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 Terradons instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, TERRADON RIDERS