

DRAKESPAWN CHARIOTS

Drakespaw Chariots are fleet-moving war machines equipped with vicious scythes to slice the limbs from passing foes and crewed by hunters who riddle their targets with barbed bolts from their repeater crossbows.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Spear	2"	2	3+	4+	-1	1
Ferocious Jaws	1"	4	3+	4+	-	1

DESCRIPTION

A unit of Drakespaw Chariots has any number of models. Each Drakespaw Chariot has a crew armed with a Barbed Spear and Repeater Crossbow.

MOUNT: This unit's Drakespaw attack with their Ferocious Jaws.

ABILITIES

Scythed Runners: *Vicious blades are fitted to this chariot, carving apart anything that gets in its way.*

Each time a model from this unit finishes a charge move, you can pick 1 enemy unit within 1" of that model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model completes its charge move, but do not allocate the mortal

wounds until after all of the models in the unit have moved.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, ORDER SERPENTIS, DRAKESPAWN CHARIOTS