

Link to the product: <https://www.spellcrow.com/riders-on-gridons-p-1037.html>



Riders on Gridons

Price	9 £
Availability	Available
Shipping time	24 hours
Number	SPCR0055
EAN	5060600647147
Manufacturer	Spellcrow

Product description

The set contains 4 two-piece high-quality resin miniatures of Riders on Gridons (4 riders and 4 mounts), and four 25 mm square plastic bases. Require assembly, cleaning and painting. Scenic bases not included. The miniatures are dedicated for the *Dirandis* army in *Argatoria Wargame*.

Scale: 10 mm

Design and sculpting: Piotr Pirianowicz, Tetyana Orlovska, Marek Rurarz

Riders on Gridons Tactics

Riders on Gridons will do extremely well in a Horde. Deploy them in a unit of 16 bases to take full advantage of their Fierce Assault rule which grants them +2 attacks for each full rank when charging. A horde of cavalry can be tricky to manouvre, as it is bigger than a regular infantry unit, so be careful when near terrain and try not to block their movement with your other units. A +1 to WS when charging increases their ability to absolutely devastate the enemy units. However, both rules that the Riders have are active during a charge only - it means that you must do everything in your power to charge the enemy first and avoid being charged, especially by more numerous units, because you will stuck.

A Horde of Riders on Gridons should naturally target numerous enemy units instead of those with one or two ranks (unless there is no major threat nearby and this is just a good occasion to score some Blood Points for your army). You should use the Marauder unit deployed thanks to the 16-base Horde to charge the enemy units and position them in a way that your Horde of Riders on Gridons will be able to assault the enemy's flank or even rear. A good cooperation between the Marauder unit and the Horde can lower the risk of a failed charge or other unfortunate events and bring your Dirandis army closer to the victory.

A Horde of Riders on Gridons should always pray. Their LD 6 is not so impressive, but - as Elite Units in a Dirandis army - they have a re-roll of the failed Prayer Test thanks to the army special rule. Most often, they will pray to re-roll failed hits (Fortune), but there will be situations in the game, where they might need to boost their move or charge rate (Agility) instead. Riders on Gridons do not necessarily need a Champion attached to them, but you can attach one of the Champions anyway if there is no other friendly unit in bigger need.

Colour schemes:

Riders

Skin - light

Hair - ginger, light brown or blond

Marks - blue

Weapons - red hilts, silver blades and golden ornaments

Gridons

Fur - brown, orange brown, violet-grey
Muzzles and paws - light
Eyes - yellow