

ARACHNAROK SPIDER

WITH FLINGER

Some Arachnarok Spiders bear howdahs upon their backs that have flinger catapults built into them. Operated by a cackling grot crew, these weapons lob tumbling masses of envenomed webbing that slam down to entangle and poison the enemy.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flinger	36"	1	See below			
Spider-bows	16"	8	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chitinous Legs	3"	☀	4+	3+	-1	1
Monstrous Fangs	1"	4	☀	3+	-1	D3
Crooked Spears	1"	8	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Chitinous Legs	Monstrous Fangs
0-3	8"	8	2+
4-6	7"	7	3+
7-9	6"	6	3+
10-12	5"	5	4+
13+	4"	4	4+

KEYWORDS

DESTRUCTION, ARACHNAROK SPIDER, GLOOMSPITE GITZ, SPIDERFANG, MONSTER

DESCRIPTION

An Arachnarok Spider with Flinger is a single model armed with a Flinger, Chitinous Legs and Monstrous Fangs.

CREW: This model has a Spiderfang Grot crew that attack with their Crooked Spears and Spider-bows. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Flinger: *This crude catapult hurls a heavy ball of corded spider-webs at the enemy. Any victims not crushed by the missile when it lands are engulfed by the mass of sticky silk as it explosively unfurls.*

Do not use the attack sequence for an attack made with a Flinger. Instead roll a dice. Add 1 to the dice roll if the target unit has at least 5 models. Add 2 to the dice roll instead if the target unit has at least 10 models.

On a 6+ the target unit suffers D3 mortal wounds and is engulfed in sticky webs. A unit that is engulfed in sticky webs fights at the end of the next combat phase, after the players have picked any other units to fight.

Spider Venom: *An Arachnarok Spider's monstrous fangs glisten with deadly toxic venom.*

If the unmodified hit roll for an attack made with this model's Monstrous Fangs is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Wall Crawler: *Arachnarok Spiders can skitter up and down vertical surfaces as if they were flat ground.*

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.