

ARACHNAROK SPIDER

WITH SPIDERFANG WARPARTY

Vast arachnid predators possessed of a malevolent sentence, Arachnarok Spiders stalk into battle with rickety shanty-howdahs full of grots swaying upon their bulbous abdomens.



MISSILE WEAPONS

Spider-bows

Range

16"

Attacks

10

To Hit

5+

To Wound

5+

Rend

-

Damage

1

MELEE WEAPONS

Range

3"

Attacks

☀

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

Chitinous Legs

Monstrous Fangs

Crooked Spears

1"

4

☀

3+

-1

D3

1"

10

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 Spiderfang Warparty is a single model armed with 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

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).

Voracious Predator: *Young Arachnarok Spiders are swift hunters despite their immense size, with an unquenchable hunger for living prey.*

You can re-roll run and charge rolls for this model. In addition, roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 2+ that enemy unit suffers D3 mortal wounds.

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.