



## SKITTERSTRAND ARACHNAROK

Creeping out from their web-wreathed Shyishan lairs, Skitterstrand Arachnarok Spiders burst through temporary Realmgates to snatch up their prey, biting off heads, injecting paralyzing venom, and dragging choice victims away into the darkness.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chitinous Legs	3"	☀	4+	3+	-1	1
Monstrous Fangs	1"	4	☀	3+	-1	D3

### 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, SKITTERSTRAND, MONSTER

## DESCRIPTION

A Skitterstrand Arachnarok is a single model armed with Chitinous Legs and Monstrous Fangs.

## ABILITIES

**Ambush From Beyond:** *Skitterstrand Arachnaroks burst from temporary Realmgates to capture and drag off their screaming victims.*

Instead of setting up this model on the battlefield, you can place it to one side and say that it is set up in ambush as a reserve unit.

At the end of your movement phase, you can set up one or more of the reserve units that are in ambush on the battlefield more than 9" from any enemy units. Any reserve units that are in ambush that are not set up on the battlefield before the start of the fourth battle round are slain.

**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.