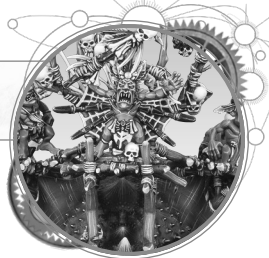




WEBSPINNER SHAMAN

ON ARACHNAROK SPIDER

This especially old and malevolent Arachnarok Spider bears a Webspinner Shaman and his mob of hangers-on into battle. The shaman draws power from his howdah's catchweb spidershrine to boost his own spellcraft and unmake his foes'.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider-bows	16"	8	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider God Staff	1"	1	4+	3+	-1	D3
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, HERO, WIZARD, WEBSPINNER SHAMAN

DESCRIPTION

A Webspinner Shaman on Arachnarok Spider is a single model armed with a Spider God Staff.

MOUNT: This model's Arachnarok Spider attacks with its 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

Catchweb Spidershrine: *This ramshackle altar to the Spider God shimmers with malevolent arcane energy.*

Add 1 to casting and unbinding rolls for friendly **SPIDERFANG WIZARDS** while they are within 12" of any friendly models with this ability.

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).

Prophet of the Spider God: *Spiderfang tribes are often ruled over by the shaman that attends the Spidershrine on an Arachnarok Spider.*

If this model is the general of your army, you can add 2 to the Bravery characteristic of friendly **SPIDERFANG** units wholly within 24" of this model.

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.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Venom of the Spider God spells.

Venom of the Spider God: *With a hiss, the shaman calls upon the Spider God for its wicked aid.*

Venom of the Spider God has a casting value of 6. If successfully cast, pick 1 friendly **SPIDERFANG** unit wholly within 16" of the caster and visible to them. Until your next hero phase, double the number of mortal wounds inflicted by that unit's Spider Venom ability. If the casting roll is 10 or more, pick up to D3 different friendly **SPIDERFANG** units instead of 1.