

SCYLA ANFINGRIMM

Ferocity made flesh and blood, Scyla Anfingrimm is a terrifying foe who knows nothing of fear or mercy. His monstrous strength is enough to tear a Dracoth in two, and sorcery can gain no purchase upon his form, for his collar radiates Khorne's hatred.



MELEE WEAPONS

Brutal Fists
Serpentine Tail

Range

2"
3"

Attacks

2D6
2

To Hit

4+
3+

To Wound

3+
3+

Rend

-1
-1

Damage

1
D3

DESCRIPTION

Scyla Anfingrimm is a named character that is a single model. He is armed with Brutal Fists and a Serpentine Tail.

ABILITIES

Brass Collar of Khorne: Like all great gifts of the Blood God, the spiked collar that encircles Scyla's neck is anathema to magic.

This model can attempt to unbind one spell in the enemy hero phase as if it were a **WIZARD**. In addition, this model can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

Raging Fury: Where frailer beasts may fade when wounded, spilling Scyla's blood serves only to raise him to greater heights of fury.

When rolling to determine the Attacks characteristic of this model's Brutal Fists, add 1 to the roll for each wound allocated to this model that was not negated and has not been healed.

Bestial Leap: Scyla's bestial form is capable of great leaps that take him over the heads of lesser foes.

This model is eligible to fight in the combat phase if it is within 8" of an enemy unit instead of 3", and can move an extra 5" when it piles in.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, SCYLA ANFINGRIMM