

CHIMERA

A Chimera is a terrifying mixture of bestial body parts bound together by raw Chaos energy. From on high they eye the battlefield with their three heads, searching for prey amongst the trembling enemies below.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Breath	14"	1	—————		See below	—————
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Avian Head	1"	3	3+	4+	☀	D3
Draconic Head	1"	3	4+	4+	-1	2
Leonine Head	1"	3	4+	3+	-1	☀
Mauling Claws	2"	6	4+	3+	-	1

DAMAGE TABLE

Wounds Suffered	Fiery Breath	Avian Head	Leonine Head
0-2	D6 mortal wounds	-3	D6
3-4	D3 mortal wounds	-2	D3
5-7	D3 mortal wounds	-2	D3
8-9	1 mortal wound	-1	1
10+	1 mortal wound	-1	1

KEYWORDS

CHAOS, BEASTS OF CHAOS, MONSTERS OF CHAOS, MONSTER, CHIMERA

DESCRIPTION

A Chimera is a single model armed with Fiery Breath, an Avian Head, a Draconic Head, a Leonine Head and Mauling Claws.

FLY: A Chimera can fly.

ABILITIES

Draconic Head's Fiery Breath: *Whipping its draconic head back to inhale deeply, the Chimera unleashes a gout of flame at its foes.*

Do not use the attack sequence for an attack made with a Chimera's Fiery Breath. Instead the target suffers the number of mortal wounds shown on the Damage table above.

Vicious Charge: *Chimeras are single-minded in their need to close with their prey and rip it asunder.*

Add 2 to charge rolls for this model.