

KHARIBDYSS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fanged Tentacles	3"	*	4+	3+	-1	2
Clawed Limbs	1"	2	3+	3+	-1	1
Spiked Tail	2"	D6	4+	*	-	1
Handlers' Cruel Goads and Whips	2"	2	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Fanged Tentacles	Spiked Tail
0-1	7"	6	2+
2-3	6"	5	3+
4-5	5"	4	4+
6-7	5"	3	5+
8+	4"	2	6+

DESCRIPTION

A Kharibdyss is a single model. Its Fanged Tentacles snatch victims up one after another, while its heavy-set Clawed Limbs stomp and trample. A Kharibdyss can also cut a swathe through its foes with a swipe of its Spiked Tail and unleash an abyssal howl that leaves the foe panicked and terrified. It is goaded into battle by a pair of Beastmaster Handlers whose Cruel Whips crack and snap.

ABILITIES

Abyssal Howl: In your hero phase, a Kharibdyss can unleash an abyssal howl. If it does, pick a unit within 10". That unit must subtract 1 from its Bravery until your next hero phase.

Feast of Bones: Roll a dice each time a Kharibdyss slays a model with its Fanged Tentacles; on a 6 it heals a wound.

Quick With The Lash: Before a Kharibdyss makes a charge move, its Beastmaster Handlers can apply the lash. If they do so, you can roll three dice and discard the lowest when determining the Kharibdyss' charge distance. However, if you roll a triple then the whips have driven the monster into a wild frenzy – the charge fails and this model suffers a mortal wound as the Beastmasters are savaged by their charge.

KEYWORDS

ORDER, AELF, SCOURGE PRIVATEERS, MONSTER, KHARIBDYSS