

SCYLA ANFINGRIMM

Ferocity made flesh and blood, Scyla Anfingrimm is a terrifying foe. His monstrous strength is enough to tear a Dracoth in two with his bare hands, and sorcery can gain no purchase upon his form, for his heavy collar radiates Khorne's eternal contempt for spellcasters. Scyla knows nothing of fear or mercy, only an all-consuming rage.



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 single model. Any who oppose him are either crushed by his Brutal Fists or torn apart by his snapping Serpentine Tail.

ABILITIES

Brass Collar of Khorne: The Brass Collar of Khorne embedded into Scyla's neck allows him to attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.

Raging Fury: When you roll to see how many attacks Scyla makes with his Brutal Fists, add 1 to the result for each wound he has suffered.

Bestial Leap: Scyla's bestial form is capable of great leaps that take him over the heads of lesser foes. When Scyla piles in, he can move up to 6" and can move over enemy models. Furthermore, he does not have to move towards the closest enemy model, as long as he ends his move within 2" of more enemy models than before he piled in.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOND, SCYLA ANFINGRIMM