

WAR HYDRA



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Breath	9"	*	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Fangs	2"	*	4+	3+	-1	D3
Clawed Limbs	1"	2	3+	3+	-1	1
Handlers' Cruel Goads and Whips	2"	2	4+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Fiery Breath	Razor Sharp Fangs
0-2	8"	6	6
3-5	7"	5	5
6-7	6"	4	4
8-9	5"	3	3
10+	4"	2	2

DESCRIPTION

A War Hydra is a single model. It tears at the foe with Razor-sharp Fangs, swipes them aside with its massive Clawed Limbs, and incinerates them with its Fiery Breath. The War Hydra is guided by a pair of Beastmaster Handlers whose Cruel Goads and Whips flay flesh from bone.

ABILITIES

Sever One Head, Another Takes Its Place: It is almost impossible to kill a Hydra, for they regenerate wounds and regrow severed heads at an alarming rate. A War Hydra heals 3 wounds in each of your hero phases.

Quick With The Lash: Before a War Hydra 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 War Hydra's 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, ORDER SERPENTIS, MONSTER, WAR HYDRA