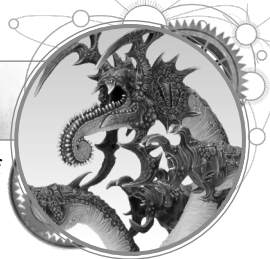


KHARIBDYSS



A monstrous abomination dragged up from the Stygian depths of the deep ocean, the Kharibdyss rampages across the battlefield, its fanged tentacles lashing out to clamp upon heads and tear off limbs.



DESCRIPTION

A Kharibdyss is a single model armed with Fanged Tentacles, a Spiked Tail and Clawed Limbs.

CREW: This model has a crew of Handlers that attack with their Cruel Goads and Whips. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Abyssal Howl: *These creatures let loose spine-chilling roars when they scent the blood of their prey.*

Subtract 1 from the Bravery characteristic of enemy units within 12" of any models with this ability.

Feast of Bones: *The grisly remains of the enemy are snatched up and devoured by the many-fanged maws of this terrible creature.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal D3 wounds allocated to this model.

Quick With The Lash: *Scarred handlers lash their whips to drive the war beast into a terrible rage. They must be wary, however, for the creature's fury can easily be turned upon its masters.*

Before you make a charge roll for this model, you can say that its Handlers are going to apply the lash. If you do so, roll 3D6, remove 1 dice of your choice, and then use the remaining 2D6 to determine the charge roll. However, if the 3D6 roll was a triple, this model suffers 1 mortal wound and it cannot make a charge move in that phase.

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Fanged Tentacles	3"	☀	4+	3+	-1	2
Spiked Tail	2"	D6	4+	☀	-	1
Clawed Limbs	1"	2	3+	3+	-1	1
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+

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, SCOURGE PRIVATEERS, MONSTER, KHARIBDYSS