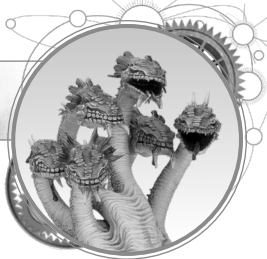


WAR HYDRA

Stoked into a killing rage by the goads and lashing whips of their handlers, War Hydras lumber forward into battle, their multiple heads spitting flesh-melting gout of flame as they stomp and crush the enemy to bloody paste.



DESCRIPTION

A War Hydra is a single model armed with Fiery Breath, Razor-sharp Fangs 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

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.

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.

At the start of each of your hero phases, you can heal up to D3 wounds allocated to this model.

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
Cruel Goads and Whips	2"	2	4+	4+	-	1

DAMAGE TABLE

Wounds Suffered	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

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, ORDER SERPENTIS, MONSTER, WAR HYDRA