

Incarnate Elemental of Beasts

Summoned through savage and secret rituals known to few humans outside the initiates of the Amber Order of Wizards – and dark lore has it the Bray Shamans of the unholy Chaos Beastmen herds – the Incarnate Elemental of Beasts is also known in legend as the Bloody Hidesman, the Horned Man or the Faceless Hunter. It is a towering, half-human figure that embodies the ferocity and merciless hunger of the wild and contains within it the turbulent spirits of numberless predators, both animalistic and cruel. Its taunt-sinewed form springs and bounds with ease through the densest wood or barren moor, running down its prey without mercy or cease. Once it has brought them to ground it gores and rends its foes in an orgy of unrestrained bloodlust, whilst its howls alone can drive its enemies to flight in sheer terror.

Those masters of the hidden lore of Ghur speak of bloody rites to be performed before a great idol of beast skulls and freshly flensed hides should one dare to call upon the power of the Bloody Hidesman, and the terrible price of doing so. But such is the dire need of these endless days of warfare that when the land is threatened, or the commanding wizard's desire for destruction or vengeance is sufficiently great, then the power of this Incarnate Elemental is brought forth to devour its master's chosen prey.

M	WS	BS	S	T	W	I	A	Ld	Type	Unit	Points
7	5	0	7	6	5	4	6	7	Monster	1	275

SPECIAL RULES

5+ Ward save, Large Target, Terror, Unbreakable, Unstable, Incarnate Elemental, Impact Hits (D3), Howl of the Great Beast & Swiftstride.

Howl of the Great Beast: So long as it is not already engaged in combat, the Incarnate Elemental of Beasts may unleash a piercing howl in the Shooting phase that freezes the blood and fills those who hear it with mortal fear. All enemy units within 12" must take a Panic test in response to the howl. If the unit has the type Cavalry or Beasts, the Panic test is taken at -2 Ld. The usual provisions for Panic tests apply.

