

# Merwyrm

Merwyrms are one of the most ancient creatures to be found in the Old World, a distant kin to the mighty winged Dragons that once ruled the skies. Loremasters believe that once their scaled forms swarmed in the primordial oceans of the Old World, but now they are rarely heard of save in the tales of embittered sailors who claim to have lost ships and crewmates to these beasts.

All Merwyrms possess long, almost serpentine and sinuous bodies, covered in scales and corded with muscle, with four stubby limbs each tipped with razor-sharp claws. Unlike Dragons the more primitive Merwyrms do not possess wings, the lashing of their bodies serving to propel them through the deeps at great speed or with frightening gait across dry ground when their hunger takes them there to pursue prey, much to the dismay of any who believe they might be easily escaped by taking to the land. Merwyrms are also hardy and adaptable creatures, their bodies healing at a tremendous rate, fuelling their never ending hunger and endless search for food.

Merwyrms are most commonly found in the dangerous coastal waters of the Sea of Claws, and are bright silver-green and highly venomous. When food is scarce they have been known to assault coastal villages, devouring the inhabitants, but other rarer sub-breeds are known to exist such as the albino Pagowurm which dwells in the frigid seas of Naggaroth, and the legendary black Sciowyrms found only the deepest ocean trenches. Masters of the primordial darkness that surrounds them in the deeps, they are said to be one of the few creatures that dares to hunt the mighty Kraken.



	M	WS	BS	S	T	W	I	A	Ld	Type	Unit	Points
Merwyrm	6	6	0	6	6	5	4	5	7	Monster	1	235
Pagowurm	6	5	0	6	6	6	3	4	8	Monster	1	285
Sciowurm	6	7	0	7	7	7	2	7	9	Monster	1	390

## SPECIAL RULES (ALL)

**Terror**, **Scaly Skin (3+)**, **Regenerate (5+)**, **Sea Creature**, **Powerful Tail**, **Enfeebling Cold & Abyssal Cloak**.

## SPECIAL RULES (MERWYRM)

**Poisonous Attacks**

## SPECIAL RULES (PAGOWYRM)

**Enfeebling Cold**

## SPECIAL RULES (SCIOWYRM)

**Abyssal Cloak**

**Powerful Tail:** The Merwyrm's mighty tail powers it through the ocean, and on land it serves as a powerful weapon able to snap the bones of mighty beasts and shatter castle walls. This is a single Tail attack taken at the Merwyrm's Strength +2.

**Enfeebling Cold:** The ocean's chill follows the Pagowurm onto the field of battle. Units attempting to charge the Pagowurm subtract -2" from their charge distance. Also, enemy units in contact with the Pagowurm subtract -1 from their Strength.

**Abyssal Cloak:** Crushing darkness surrounds the Sciowurm in battle. All ranged attacks against the Sciowurm are made at -2 to hit, and all enemy units in base contact with it suffer a -2 modifier to their Leadership value if subject to psychology.