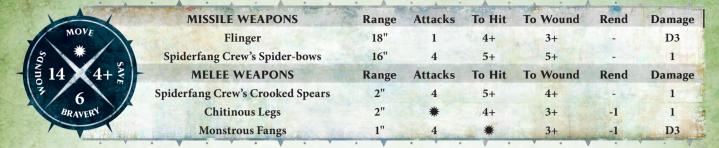
ARACHNAROK SPIDER



DAMAGE TABLE			
Wounds Suffered	Move	Chitinous Legs	Monstrous Fangs
0-3	8"	8	3+
4-6	6"	6	3+
7-9	5"	5	4+
10-12	4"	4	4+
13+	3"	2	5+

DESCRIPTION

An Arachnarok Spider is a single model. It attacks its prey with venomous Monstrous Fangs and its massive Chitinous Legs.

SPIDERFANG GROTS

Many Arachnarok Spiders carry a howdah of Spiderfang Grots into battle, who attack those below with Spider-bows and Crooked Spears. These howdahs can also mount either a Flinger – a crude web-slinging catapult – or a Catchweb Spidershrine – a magical artefact tended to by a Spiderfang Grot Shaman.

ABILITIES

Spider Venom: If you roll a 6 or more to hit for an Arachnarok Spider's Monstrous Fangs, do not make a separate wound roll for that attack – it inflicts D3 mortal wounds on the target instead.

Wall-crawler: An Arachnarok Spider can choose to move across scenery as if it was not there.

MAGIC

An Arachnarok Spider with a Spiderfang Grot Shaman is a wizard, and gains the Wizard keyword. Due to the Catchweb Spidershrine, the shaman can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. The shaman knows the Arcane Bolt, Mystic Shield and Gift of the Spider-god spells.

GIFT OF THE SPIDER-GOD

With a hiss, the shaman calls upon the Spider-god for its wicked aid. Gift of the Spider-god has a casting value of 4. If successfully cast, select a **SpiderFang** unit within 8". Until your next hero phase, double the number of mortal wounds inflicted as a result of that unit's Spider Venom ability.

ARACHNAROK SPIDER

KEYWORDS

DESTRUCTION, SPIDERFANG, MONSTER, ARACHNAROK SPIDER

ARACHNAROK SPIDER CARRYING SPIDERFANG GROTS

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, MONSTER, ARACHNAROK SPIDER

ARACHNAROK SPIDER CARRYING SPIDERFANG GROTS AND SPIDERFANG GROT SHAMAN

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, HERO, WIZARD, MONSTER, ARACHNAROK SPIDER