

CHIMERA



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Draconic Head's Fiery Breath	14"	1	—	—	See below	—
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Avian Head	1"	2	3+	4+	✱	D3
Draconic Head	1"	2	4+	4+	-1	2
Leonine Head	1"	2	4+	3+	-1	✱
Mauling Claws and Fiend Tail	2"	4	4+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Fiery Breath	Avian Head	Leonine Head
0-2	D6 mortal wounds	-3	D6
3-4	D3 mortal wounds	-2	D3
5-7	D3 mortal wounds	-2	D3
8-9	1 mortal wound	-1	1
10+	1 mortal wound	-1	1

DESCRIPTION

A Chimera is a single model. It attacks with its three heads – one Avian, one Draconic and one Leonine – as well as its Mauling Claws and Fiend Tail. A Chimera can also roar a Fiery Breath from its Draconic Head, immolating its prey.

FLY

A Chimera can fly.

ABILITIES

Draconic Head's Fiery Breath: Whipping its Draconic Head back to inhale deeply, the Chimera unleashes a gout of deadly flame at a nearby enemy. When a Chimera attacks with its Fiery Breath in the shooting phase, pick a visible target within range. That unit suffers a number of mortal wounds as shown in the damage table above.

Vicious Charge: Chimerae are single-minded in their need to close with their prey and rip it asunder. You can add 2 to the total when determining how far a Chimera can charge.