

HYDRA

Special Rules:

- All hydra follow the special rules:
 - "giant creatures"
 - "difficult to control"
 - "Linebreaker"
- Hydra are creatures of the Dark.
 - They cannot join armies of the Light.
 - They will not join Neutral armies which are fighting armies of the Dark.

Young Hydra (*base size 5x10cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hydra	Vet	Fan	+6	-4	8	Xh	t&c	20	6+4W	yes	-	289	-	1	1

Notes:

- Max one unit per 1,000 points army.
- May only be deployed by armies of at least 1,000 points.

Hydra (*base size 7.5x10cm or x12.5cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hydra	Vet	Fan	+7	-8	10	Xh	t&c	25	6+4W	yes	-	393	-	1	1

Notes:

- Max one unit per 1,000 points army.
- May only be deployed by armies of at least 1,000 points.

Great Hydra (*base size 7.5x10cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hydra	Vet	Fan	+9	-12	15	Xh	t&c	30	6+4W	yes	-	645	-	1	1

Notes:

- Max one unit per 2,000 points army.
- May only be deployed by armies of at least 2,000 points.

HARPIES

Special Rules:

- Harpies have the skills of Flying Units but are considered Infantry.
- Harpies are creatures of the Dark.
 - They cannot join armies of the Light.
 - They will not join Neutral armies which are fighting armies of the Dark.

Young Hydra (*base size 5x10cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Harpy	Med	Fan	+1	-	1	Lt	t&c	25	no	no	day	10	-	5	20