

# HYDRA

All know the tale of Heracles and the punishments heaped upon him by the vengeful goddess Hera. For his second labor, he was sent to kill the deadly Lernaean Hydra, a nine-headed serpent thought to be immortal. When one of the monster's heads was cut off, two more would sprout from the wound to replace it. Cunning Heracles confronted the monster with a torch in hand, and as each head was cut off, he burned the stump with the flaming brand, preventing the new heads from growing back. When only the final head remained, the one that could not be killed by mortal or god, he buried it beneath a massive boulder where it lies still, undying but trapped forever beneath the crushing weight.

When the chaos of the battle was over, the blood and severed heads of the Hydra did not die. Slowly, each grew back a second head, then a third. These monsters are smaller in size and with less heads than the great Lernaean Hydra, but are no less ferocious. They live still, slithering to the places far from the paths of men, where they make their lairs in forgotten caves and dismal swamps.

The coming of the Titans has attracted the attention of one of these beasts, and it follows the Titans like a hound, hunting for human prey and eager to please its master.

## RESTRICTIONS

A Titan Warband may include a single Hydra in place of a Titan Master.

### Amphibious

The Hydra is equally at home in water as it is on land. It ignores movement penalties from wet terrain such as water and swamps.

### Slithering Heads

The necks of the Hydra are long, allowing its heads to slither into distant places where prey may hide, plucking men from fortress walls or the decks of ships. The Hydra's attacks may be directed against any model in base-to-base contact, no matter what direction the Hydra is facing. Attackers gain no benefit for flank or rear attacks made against it. Furthermore, the Hydra can make melee attacks against nearby models, even if they are not in base-to-base contact, so long as they are within 4" of the Hydra's forward base edge. These attacks are otherwise considered normal melee attacks. Because the Hydra is not required to be in base-to-base contact to make an attack, the opponent must move into base contact with the Hydra to make a melee attack in return.

### Regeneration

Injuries inflicted on the Hydra begin to heal in moments, and even severed heads can regrow in time. At the beginning of the Hydra's Activation Phase, the player may attempt to Regenerate 1 Wound. The Hydra rolls an Arcane Save, and if successful, 1 Wound Point is healed. Wounds that were caused by fire or magical weapons cannot be regenerated, so they should be marked on the Hydra with a Special Marker instead of a Casualty Marker. If the Hydra is reduced to 0 Wounds, it becomes a Casualty and cannot regenerate until after the battle.



Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Hydra	4	6	5	7	7	-	5	6	150
Notes: <i>Amphibious, Slithering Heads, Regeneration</i>					Damage Modifier 2, Armor Rating 4, Base Size: 80mm x 120mm				