

Link to the product: <https://www.spellcrow.com/hybrids-p-1073.html>



Hybrids

Price	12 £
Availability	Available
Shipping time	24 hours
Producer code	SPCR0083
EAN	5060600647406
Manufacturer	Spellcrow

Product description

The set contains 4 multi-part high-quality resin miniatures of Hybrids and four 25 mm square plastic bases. Heads are separate and interchangeable. Require assembly, cleaning and painting. Scenic bases not included. The miniatures are dedicated for the *Sheol-morg* army in *Argatoria Wargame*.

Scale: 10 mm

Design and sculpting: Piotr Pirianowicz

Hybrids Tactics

Hybrids are a truly powerful force in the Sheol-morg army thanks to their *Spasms* rule which grants them bonus attacks before combat. The unit size may vary from one rank to a Horde – this is up to you to decide. You can make the Hybrids an additional support in a form of two one-rank or two-rank units that will weaken the big enemy units, or decide that they will be one of your crucial strike forces and field them as a Horde.

If you field them as a Horde, standard charge (or fight) bonuses and the bonuses from the *Spasms* will combine and surely bring havoc in the enemy ranks. With Strength 5, Hybrids are capable of devastating the opponent even when they are not charging, but still, you have to remember about their average Weapon Skill 3. Attach the Champion of Gehenna to the Hybrids to increase their Weapon Skill from 3 to 4 and give them further +4 attacks for the attached Champion. If you field a non-Horde unit of Hybrids, you may also consider attaching the Champion of Hordes to them in order to test his ability and potentially make them gain the Horde rule – it will give them more bonus attacks from the *Spasms*.

Regardless whether your Hybrids unit is a Horde or not, feel free to target bigger enemy units, especially Hordes, as the number of attacks the Hybrids are able to generate allows them to significantly weaken more numerous foes. The cancellation of charge bonuses from charging at a Horde (in case Hybrids that are not a Horde charged at a Horde) will not affect their bonus attacks from the *Spasms*, so they are still able to deal a lot of damage. A nice target for the Hybrids are cavalry units and other with more than 2 Wounds per base. If you roll a high score on a d6 for the *Spasms*, they might easily swipe a one rank of cavalry off the table.

Colour scheme:

Sheol-morg

Skin – vermillion / meat colour

Horns and spikes on the back – bone white

Rags, furs and bracers – dark colours

Belts and pouches – brown, dark yellow or orange red

Helmets – silver

Weapons - silver