

**ELF WARBAND SPECIAL ABILITY**

PRETERNATURAL AGILITY (2) – Until the end of the current Round, all models in the warband of race ELF, have the Parry and Dodge rules.

| <b>Name</b>  | Kindred Archer | <b>Pts</b>       | 12      | 20mm |    |   |
|--|----------------|------------------|---------|------|----|---|
| <b>Race</b>  | Elf            | <b>Type</b>      | Warrior |      |    |   |
| Sp   | Ra             | Me               | Ar      | Ne   | Wn | H |
| 6  | 4+             | 6+               | 5+      | 5+   | 2  | 2 |
| <b>Ranged</b>  | 2D8            | <b>Equipment</b> |         |      |    |   |
| <b>Melee</b>   | 1D8            | Bow (Range 12")  |         |      |    |   |
| <b>NOTES</b>   |                |                  |         |      |    |   |
| Combined Fire – When involved in a Group Shoot Action, Kindred Archer models add +1 dice to their Ranged Attack roll for each other Kindred Archer model in the group firing at the same target. |                |                  |         |      |    |   |

| <b>Name</b>   | Guardian Shambler | <b>Pts</b>       | 40    | 40mm |    |   |
|---|-------------------|------------------|-------|------|----|---|
| <b>Race</b>   | Nature, Beast     | <b>Type</b>      | Large |      |    |   |
| Sp  | Ra                | Me               | Ar    | Ne   | Wn | H |
| 5   | -                 | 5+               | 3+    | 5+   | 6  | 3 |
| <i>Steady, Crushing Strength (2)</i>  |                   |                  |       |      |    |   |
| <b>Ranged</b>   | -                 | <b>Equipment</b> |       |      |    |   |
| <b>Melee</b>  | 3D8               |                  |       |      |    |   |
| <b>SPECIAL ABILITY</b>  |                   |                  |       |      |    |   |
| PROTECT (n) - Pay (n) Power, up to the number of wounds the Guardian Shambler has left, to transfer any wounds just caused on a single friendly ELF model within 3" onto the Shambler instead. Reduce the Shambler's wounds accordingly and remove it if it is reduced to zero. This ability can be used at any time. |                   |                  |       |      |    |   |

| <b>Name</b>   | Kindred Tallspear | <b>Pts</b>       | 14      | 20mm |    |   |
|---|-------------------|------------------|---------|------|----|---|
| <b>Race</b>   | Elf               | <b>Type</b>      | Warrior |      |    |   |
| Sp  | Ra                | Me               | Ar      | Ne   | Wn | H |
| 6   | 6+                | 4+               | 5+      | 5+   | 2  | 2 |
| <b>Ranged</b>   | 1D8               | <b>Equipment</b> |         |      |    |   |
| <b>Melee</b>  | 2D8               | Spear            |         |      |    |   |
| <b>NOTES</b>  |                   |                  |         |      |    |   |
| Spear - Models with spears not Engaged with an enemy model but within 2" of a friendly model that is, grant the Engaged model one bonus die for its Melee attacks. Only 1 bonus die may be given to a model in this way, regardless of the number of spears in range. Models with spears participating in a Group Charge Action do not have to engage enemy models but must end their move within 2" of a model in the group that is engaged. |                   |                  |         |      |    |   |

| <b>Name</b>              | Kindred Gladestalker | <b>Pts</b>       | 16      | 20mm |    |   |
|--------------------------|----------------------|------------------|---------|------|----|---|
| <b>Race</b>              | Elf                  | <b>Type</b>      | Support |      |    |   |
| Sp                       | Ra                   | Me               | Ar      | Ne   | Wn | H |
| 6                        | 4+                   | 4+               | 6+      | 5+   | 2  | 2 |
| <i>Scout, Pathfinder</i> |                      |                  |         |      |    |   |
| <b>Ranged</b>            | 2D8                  | <b>Equipment</b> |         |      |    |   |
| <b>Melee</b>             | 2D8                  | Bow              |         |      |    |   |

| <b>Name</b>  | Battle-mage   | <b>Pts</b>       | 44          | 20mm |    |   |
|--|---|------------------|-------------|------|----|---|
| <b>Race</b>  | Elf   | <b>Type</b>      | Spellcaster |      |    |   |
| <b>Power Dice 1 x R</b>  |   |                  |             |      |    |   |
| Sp   | Ra  | Me               | Ar          | Ne   | Wn | H |
| 6  | 4+  | 4+               | 6+          | 4+   | 3  | 2 |
| <i>Crushing Strength (1)</i>   |   |                  |             |      |    |   |
| <b>Spells</b>  | Heal (short), Mindstorm (long), Lightning Bolt (long) |                  |             |      |    |   |
| <b>Ranged</b>  | 1D8   | <b>Equipment</b> |             |      |    |   |
| <b>Melee</b>   | 2D8   |                  |             |      |    |   |
| <b>SPECIAL ABILITY</b>   |   |                  |             |      |    |   |
| RANGE BOOST (2) - Use this ability to increase the range of one of the caster's spells by 6" (where a Range is specified). The RANGE BOOST must be paid for during the caster's activation just before the chosen spell is cast. |   |                  |             |      |    |   |

| <b>Name</b>   | Prince | <b>Pts</b>       | 44      | 20mm |    |   |
|---|--------|------------------|---------|------|----|---|
| <b>Race</b>   | Elf    | <b>Type</b>      | Command |      |    |   |
| <b>Power Dice 1 x B</b>   |        |                  |         |      |    |   |
| Sp  | Ra     | Me               | Ar      | Ne   | Wn | H |
| 6   | 5+     | 3+               | 4+      | 4+   | 4  | 2 |
| <i>Inspiring, 6th Sense, Crushing Strength (1)</i>  |        |                  |         |      |    |   |
| <b>Ranged</b>   | 2D8    | <b>Equipment</b> |         |      |    |   |
| <b>Melee</b>  | 4D8    |                  |         |      |    |   |
| <b>SPECIAL ABILITY</b>  |        |                  |         |      |    |   |
| BATTLE FRENZY (2) - If this model can Engage an enemy model with a follow-up move, it may Engage that model and initiate another Fight by using the ability to go into a Battle Frenzy. The Elf Prince will not get any bonus dice for charging however. Once this second Fight has been resolved, mark the Elf Prince as Fatigued. |        |                  |         |      |    |   |

| <b>Name</b>   | Battle-cat | <b>Pts</b>       | 16      | 20mm |    |   |
|---------------|------------|------------------|---------|------|----|---|
| <b>Race</b>   | Beast      | <b>Type</b>      | Support |      |    |   |
| Sp            | Ra         | Me               | Ar      | Ne   | Wn | H |
| 7             | -          | 5+               | 6+      | 5+   | 2  | 2 |
| <b>Ranged</b> | -          | <b>Equipment</b> |         |      |    |   |
| <b>Melee</b>  | 3D8        |                  |         |      |    |   |

| <b>Name</b>   | Citizen Levy | <b>Pts</b>       | 10    | 20mm |    |   |
|---------------|--------------|------------------|-------|------|----|---|
| <b>Race</b>   | Elf          | <b>Type</b>      | Grunt |      |    |   |
| Sp            | Ra           | Me               | Ar    | Ne   | Wn | H |
| 6             | 6+           | 5+               | 5+    | 5+   | 1  | 2 |
| <b>Ranged</b> | 1D8          | <b>Equipment</b> |       |      |    |   |
| <b>Melee</b>  | 2D8          |                  |       |      |    |   |
| <b>NOTES</b>  |              |                  |       |      |    |   |