

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.

Name	Kindred Archer	Pts	6	20mm		
Race	Elf	Type	Warrior			
Sp	Ra	Me	Ar	Ne	Wn	H
6	4+	6+	5+	5+	2	2
Ranged	2D8	Equipment				
Melee	1D8	Bow (Range 12")				
NOTES						
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.						

Name	Guardian Shambler	Pts	20	40mm		
Race	Nature, Beast	Type	Large			
Sp	Ra	Me	Ar	Ne	Wn	H
5	-	5+	3+	5+	6	3
<i>Steady, Crushing Strength (2)</i>						
Ranged	-	Equipment				
Melee	3D8					
SPECIAL ABILITY						
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.						

Name	Kindred Tallspear	Pts	7	20mm		
Race	Elf	Type	Warrior			
Sp	Ra	Me	Ar	Ne	Wn	H
6	6+	4+	5+	5+	2	2
Ranged	1D8	Equipment				
Melee	2D8	Spear				
NOTES						
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 to do not have to engage enemy models but must end their move within 2" of a model in the group that is engaged.						

Name	Kindred Gladestalker	Pts	8	20mm		
Race	Elf	Type	Support			
Sp	Ra	Me	Ar	Ne	Wn	H
6	4+	4+	6+	5+	2	2
<i>Scout, Pathfinder</i>						
Ranged	2D8	Equipment				
Melee	2D8	Bow				

Name	Battle-mage	Pts	22	20mm		
Race	Elf	Type	Spellcaster			
Power Dice 1 x R						
Sp	Ra	Me	Ar	Ne	Wn	H
6	4+	4+	6+	4+	3	2
<i>Crushing Strength (1)</i>						
Spells	Heal (short), Mindstorm (long), Lightning Bolt (long)					
Ranged	1D8	Equipment				
Melee	2D8					
SPECIAL ABILITY						
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.						

Name	Prince	Pts	22	20mm		
Race	Elf	Type	Command			
Power Dice 1 x B						
Sp	Ra	Me	Ar	Ne	Wn	H
6	5+	3+	4+	4+	4	2
<i>Inspiring, 6th Sense, Crushing Strength (1)</i>						
Ranged	2D8	Equipment				
Melee	4D8					
SPECIAL ABILITY						
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.						

Name	Battle-cat	Pts	8	20mm		
Race	Beast	Type	Support			
Sp	Ra	Me	Ar	Ne	Wn	H
7	-	5+	6+	5+	2	2
Ranged	-	Equipment				
Melee	3D8					

Name	Citizen Levy	Pts	6	20mm		
Race	Elf	Type	Grunt			
Sp	Ra	Me	Ar	Ne	Wn	H
6	6+	5+	5+	5+	1	2
Ranged	1D8	Equipment				
Melee	2D8					
NOTES						