

Storm Elemental

Each player must bring a Storm Elemental model. This is based on a 50mm monster base (it cannot be bigger).

This is a free part of your force, but if it is killed it counts for 150 pts.

Sp	Me	Sh	De	Us	Att	Ne	Ht	Pts
6	4+	-	5+	1	9	18	2	150
Special Rules: Crushing Strength(1), Thunderous Charge (1), Pathfinder. Traits: Spellcaster, Elemental								
Elements will have a subtype that will be announced before each game as part of the scenario								
- Rain – add Icy Breath(6), Radiance of Life								
- Wind – add Wind Blast(8), Aura(Wild Charge(+1))								
- Lightning – add Lightning Bolt(4), Cloak of Death								
- Thunder – add Scorched Earth(3), Aura (Thunderous Charge (1))								
- Fog – add Mind Fog(3), Aura (Stealthy)								