

## 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 200 pts.

The elemental will have the following Stats:

Sp	Me	De	H	Us	At	Ne
6	4+	5+	5	1	9	-/18
Crushing Strength(1), Thunderous Charge (1), Pathfinder						
<b>Elements will have a subtype that will be announced before each game as part of the scenario</b>						
- 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						