

## 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.

The elemental will have the following Stats:

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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						
- Thunder – add Scorched Earth(3), Aura (Thunderous Charge (1))						
- Fog – add Mind Fog(3), Aura (Stealthy)						