

<p>Elf Warrior 76 Points</p> <p>Regular - Medium Model</p> <p>5 Equipment MOV Great Weapon Light Armour</p> <p>5 ATT</p> <p>4 Perk MRK Fighter</p> <p>5 Ability DEF Esoteric Knowledge - May use spells.</p> <p>5 IV</p> <p>3 Spells WP Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook.</p> <p>2 ARM Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success.</p> <p>2 EN Magic Weapon - Range: Self - Mana: 2 - TN: 6 Gain +1 ATT per success until the end of your turn.</p> <p>5 DAM</p> <p>Health </p>	<p>Elf Huntsman 76 Points</p> <p>Regular - Medium Model</p> <p>6 Equipment MOV Great Weapon Light Armour Longbow - Range: 16" - DAM: 4</p> <p>4 ATT</p> <p>5 Perk MRK Ranger</p> <p>5 Ability DEF Esoteric Knowledge - May use spells.</p> <p>4 IV</p> <p>3 Spells WP Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success.</p> <p>2 ARM Magic Weapon - Range: Self - Mana: 2 - TN: 6 Gain +1 ATT per success until the end of your turn.</p> <p>2 EN</p> <p>5 DAM</p> <p>Health </p>	<p>Elf Marksman 66 Points</p> <p>Regular - Medium Model</p> <p>5 Equipment MOV Hand Weapon Light Armour Longbow - Range: 16" - DAM: 4</p> <p>4 ATT</p> <p>5 Perk MRK Archer</p> <p>5 Ability DEF Esoteric Knowledge - May use spells.</p> <p>5 IV</p> <p>3 Spells WP Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success.</p> <p>2 ARM Magic Weapon - Range: Self - Mana: 2 - TN: 6 Gain +1 ATT per success until the end of your turn.</p> <p>2 EN</p> <p>4 DAM</p> <p>Health </p>	<p>Lykoi Fang 91 Points</p> <p>Regular - Large Model</p> <p>6 Equipment MOV Two Hand Weapons Light Armour Throwing Weapons - Range: 6" - DAM: 5</p> <p>3 ATT</p> <p>4 Perk MRK Fighter</p> <p>3 DEF</p> <p>4 Abilities IV Consummate Hunter - Friendly models may add 3" to their MOV when Charging your melee target.</p> <p>3 WP</p> <p>2 ARM</p> <p>5 EN</p> <p>6 DAM</p> <p>Health </p>
<p>Lykoi Hunter 101 Points</p> <p>Regular - Large Model</p> <p>7 Equipment MOV Great Weapon Light Armour Throwing Weapons - Range: 6" - DAM: 5</p> <p>3 ATT</p> <p>4 Perk MRK Ranger</p> <p>3 DEF</p> <p>4 Abilities IV Large - Threat: 2" - When hit, smaller models cannot drop dice from Armor Saves.</p> <p>3 WP Consummate Hunter - Friendly models may add 3" to their MOV when Charging your melee target.</p> <p>2 ARM</p> <p>5 EN</p> <p>6 DAM</p> <p>Health </p>	<p>Deepwood Rider 103 Points</p> <p>Veteran - Large Model</p> <p>7 Equipment MOV Hand Weapon Medium Armour Short Bow - Range: 12" - DAM: 3</p> <p>5 ATT</p> <p>4 Perks MRK Rider Natural Born Killer Free Movement Fleet Tough</p> <p>4 DEF</p> <p>3 IV</p> <p>4 Abilities WP Esoteric Knowledge - May use spells.</p> <p>3 ARM Tooth and Claw - Mount Cannot Equip Weapons.</p> <p>5 EN</p> <p>4 DAM</p> <p>Health </p>	<p>Deepwood Rider 103 Points</p> <p>Veteran - Large Model</p> <p>Spells</p> <p>Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook.</p> <p>Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success.</p>	<p>Elf Gladewalker 68 Points</p> <p>Veteran - Medium Model</p> <p>5 Equipment MOV Two Hand Weapons Light Armour</p> <p>7 ATT</p> <p>4 Perk MRK Fighter Natural Born Killer</p> <p>5 DEF</p> <p>5 Ability IV Esoteric Knowledge - May use spells.</p> <p>4 Spells WP Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success.</p> <p>2 ARM Magic Weapon - Range: Self - Mana: 2 - TN: 6 Gain +1 ATT per success until the end of your turn.</p> <p>3 EN</p> <p>4 DAM</p> <p>Health </p>

<p>Elf Gladehunter 93 Points Veteran - Medium Model</p> <p>3 Equipment MOV Two Hand Weapons Medium Armour Longbow - Range: 16" - DAM: 4</p> <p>5 Perk MRK Archer Finesse Shot - May make Finesse Attacks.</p> <p>5 Ability IV Esoteric Knowledge - May use spells.</p> <p>4 Spells WP Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success. ARM Magic Weapon - Range: Self - Mana: 2 - TN: 6 Gain +1 ATT per success until the end of your turn.</p> <p>3 EN 4 DAM</p> <p>Health </p>	<p>Lykoi Guardian 128 Points Veteran - Large Model</p> <p>5 Equipment MOV Great Weapon Medium Armour</p> <p>3 Perks MRK Soldier Natural Born Killer</p> <p>3 Abilities DEF Consummate Hunter - Friendly models may add 3" to their MOV when Charging your melee target.</p> <p>4 IV 4 WP 3 ARM 7 EN 6 DAM</p> <p>Health </p>	<p>Lykoi Prowler 98 Points Veteran - Large Model</p> <p>7 Equipment MOV Two Hand Weapons Light Armour Throwing Weapons - Range: 6" - DAM: 5</p> <p>4 Perk MRK Ranger Finesse Shot - May make Finesse Attacks.</p> <p>3 DEF 4 Abilities IV Consummate Hunter - Friendly models may add 3" to their MOV when Charging your melee target.</p> <p>4 WP 2 ARM 6 EN 5 DAM</p> <p>Health </p>	<p>Elf Prince 155 Points Hero - Medium Model</p> <p>4 Equipment MOV Great Weapon Medium Armour Bow of Morning - Range: 16" - DAM: 4 - No Reload</p> <p>7 ATT</p> <p>6 Perk MRK Soldier Natural Born Killer Marksman</p> <p>6 DEF</p> <p>5 Ability IV Esoteric Knowledge - May use spells.</p> <p>4 Spells WP Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success. ARM Magic Weapon - Range: Self - Mana: 2 - TN: 6 Gain +1 ATT per success until the end of your turn.</p> <p>5 EN 6 DAM</p> <p>Health </p>
<p>Elf Sorcerer 135 Points Hero - Medium Model</p> <p>5 Equipment MOV Great Weapon Light Armour</p> <p>5 Perk MRK Mage Stubborn Artful Dodger</p> <p>6 DEF</p> <p>5 Ability IV Esoteric Knowledge - May use spells.</p> <p>6 WP 3 ARM 4 EN 6 DAM</p> <p>Health </p>	<p>Elf Sorcerer 135 Points Hero - Medium Model</p> <p>Spells</p> <p>Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook.</p> <p>Plane Walk - Range: 16" - Mana: 1 - TN: 4 Instantly move up to 16" within line of sight.</p> <p>Heal Wounds - Range: 16" Mana: 1 - TN: 4 Heal a friendly model +1 EN per success.</p> <p>Mana Nova - Range: 24" - Mana: 2 - TN: 5 - DAM: 3 Indirect Area of Effect, +1" radius per success, every enemy touched by radius is hit.</p> <p>Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success.</p> <p>Mana Leech - Range: 24" - Mana: 1 - TN: 4 Steal 1 unused mana per success from enemy mage.</p> <p>Health </p>	<p>Lykoi Moon-Blood 138 Points Veteran - Large Model</p> <p>6 Equipment MOV Great Weapon Light Armour</p> <p>4 ATT</p> <p>4 Perks MRK Mage Stubborn Artful Dodger - +1 DEF vs Ranged Attacks</p> <p>4 DEF</p> <p>5 Abilities IV Large - Threat: 2" - When hit, smaller models cannot drop dice from Armor Saves. Consummate Hunter - Friendly models may add 3" to their MOV when Charging your melee target.</p> <p>6 WP 3 ARM 7 EN 7 DAM</p> <p>Health </p>	<p>Lykoi Moon-Blood 138 Points Veteran - Large Model</p> <p>Spells</p> <p>Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook.</p> <p>Plane Walk - Range: 16" - Mana: 1 - TN: 4 Instantly move up to 16" within line of sight.</p> <p>Heal Wounds - Range: 16" Mana: 1 - TN: 4 Heal a friendly model +1 EN per success.</p> <p>Mana Nova - Range: 24" - Mana: 2 - TN: 5 - DAM: 3 Indirect Area of Effect, +1" radius per success, every enemy touched by radius is hit.</p> <p>Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success.</p> <p>Mana Leech - Range: 24" - Mana: 1 - TN: 4 Steal 1 unused mana per success from enemy mage.</p> <p>Health </p>

Lykoi Old-Tooth

Veteran - Large Model

233
Points

5 **Equipment**
MOV Sword of Hero - Medium Modeles
9 Medium Armour
ATT Ring of Defense

4 **Perks**
MRK Soldier
5 Natural Born Killer
DEF True Grit

5 **Abilities**
IV Large - Threat: 2" - When hit, smaller models cannot drop dice from Armor Saves.
4 WP Consummate Hunter - Friendly models may add 3" to their MOV when Charging your melee target.
4 ARM
9 EN
6 DAM

Health 