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Attention: For use in 5v5 only! v1.2

Dor'gokaan

Demon — Warlock Familiar

MOV	AGI	RES	MEL	MAG	RNG	Summon Cost
5	4	0	8	8	-	1A + 2F

Attack	Type	Cost	Range	Glance	Solid	Crit
Demon Blade	Melee	1A	2"	3	4	6
Weakening Gaze	Magic	1A	6"	2	3	4

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Innate Abilities

Summoned

Fly

Lesser Being This model can perform only 2 actions each activation.

Soul Hunger This model will gain +1" MOV, +1 MEL and +1 damage against enemy hero models it charges or attacks, for each Soul currently bound to the enemy hero.

Eldritch Discharge When this model dies, the hero that summoned it suffers D3+2 damage. If the hero dies as a result of the damage, its Soul is harvested by the hero that inflicted the killing blow on this model, or the nearest enemy hero model if the summoner dies during its owner's activation.

Demonic Favour The enemy model that inflicts the killing bow, to this model, gains a level. In addtion, 1 Fate is added to the Warband's Fate pool if an enemy model, to this model, is within 2" when this model is slain.

Demonic Restraint When this model is in play at the start of its summoner's activation, the summoner loses an action for that activation.

Combat Manoeuvres

Curse 1J

Enemy model damaged by Demon Blade attack suffers the *curse* condition.

Weaken 2S

Enemy model damaged by Weakening Gaze inflicts -1 damage for basic attacks

Attention: For use in 5v5 only!

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v1.4

Terra

Earth Elemental — Eldir's Champion

MOV	AGI	RES	MEL	MAG	RNG
3	2	2	7	-	8

Attack	Type	Cost	Range	Glance	Solid	Crit
Rock Fist	Melee	1A	2"	3	4	5
Rock Hurl	Range	2A	6"	3	5	7

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Innate Abilities

Pathfinder, Steady

Lesser Being This model can perform only 2 actions each activation.

Eldir's Blessing When this model is slain, the enemy hero that dealt the killing blow gains a level. In addition, 2 Fate is added to the Warband's Fate Pool if an enemy model, to this model, is within 2" when this model is slain.

Eldir's Champion At the start of the turn following Terra coming into play, if Terra is still alive, the owning player can pay 1 Fate to keep him alive and remain part of their Warband for another turn. If the Fate is not paid, the Shrine of Eldir will be respawned at its original location, however the player that failed to pay the Fate is not able to control the Shrnie of Eldir this turn. They are still able to contest.

Combat Manoeuvres

Hurl 1S+1J

Enemy model damaged by Rock Fist attack is thrown 4" directly away from this model.

Rock Blast 1S+1J

Enemy model damaged by Rock Hurl attack suffers the *knocked down* condition. Enemy models within 2" of initial target suffer half damage rounded up.

Note When this model kills an enemy hero model, the nearest eligible friendly hero model, to this model, has the Soul bound to it.

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v1.4

Al'garath

Demon — Warlock Familiar

MOV	AGI	RES	MEL	MAG	RNG	Summon Cost
4	3	0	5	-	-	1A + 1F

Attack	Type	Cost	Range	Glance	Solid	Crit
Fist	Melee	1A	1"	3	4	6

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Innate Abilities

Summoned

Lesser Being This model can perform only 2 actions each activation.

Eldritch Discharge When this model dies, the hero that summoned it suffers D3+1 damage. If the hero dies as a result of the damage, its Soul is harvested by the hero that inflicted the killing blow on this model, or the nearest enemy hero model if the summoner dies during its owner's activation.

Active Abilities

Taunt 1A

Target enemy model within 4" becomes taunted. This model, if alive and in LoS at the start of the taunted model's next activation, is the only enemy model the taunted model can target during its next activation, after which Taunt expires.

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v1.1

Terra

Earth Elemental — Druid Familiar

MOV	AGI	RES	MEL	MAG	RNG	Summon Cost
3	2	2	7	-	8	1A + 2F

Attack	Type	Cost	Range	Glance	Solid	Crit
Rock Fist	Melee	1A	2"	3	4	5
Rock Hurl	Range	2A	6"	3	5	7

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Innate Abilities

Pathfinder, Steady, Summoned

Lesser Being This model can perform only 2 actions each activation.

Eldir's Blessing When this model is slain, the enemy hero that dealt the killing blow gains a level. In addition, 2 Fate is added to the Warband's Fate Pool if an enemy model, to this model, is within 2" when this model is slain.

Elemental Restraint When this model is in play at the start of its summoner's activation, the summoner loses an action for that activation.

Combat Manoeuvres

Hurl 1S+1J

Enemy model damaged by Rock Fist attack is thrown 4" directly away from this model.

Rock Blast 1S+1J

Enemy model damaged by Rock Hurl attack suffers the *knocked down* condition. Enemy models within 2" of initial target suffer half damage rounded up.

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v1.3

Skeleton

Undead — Necromancer Familiar

MOV	AGI	RES	MEL	MAG	RNG	Summon Cost
4	2	0	2	-	-	1A + 1F

Attack	Type	Cost	Range	Glance	Solid	Crit
Bite	Melee	1A	1"	1	2	3

Skeleton 1 [ ] [ ] [ ] [ ]
Skeleton 2 [ ] [ ] [ ] [ ]
Skeleton 3 [ ] [ ] [ ] [ ]

Innate Abilities

Summoned

Lesser Being This model can perform only 2 actions each activation.

Unholy Vessel The summoner, who summoned this model, can attempt to harvest unbound Souls, within 2" of this model, with an additional -1 modifier to the Soul Harvest attempt.

Skeleton Horde Up to 3 of this model can be in play at the same time by the one summoner.

Soul Tuned While the summoner has 1 or more Souls bound to them the Summon Cost of this model is 1A.

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v1.1

Inferno

Fire Elemental — Druid Familiar

MOV	AGI	RES	MEL	MAG	RNG	Summon Cost
3	4	0	8	8	-	1A + 2F

Attack	Type	Cost	Range	Glance	Solid	Crit
Flaming Fist	Melee	1A	2"	2	3	5
Fireball	Magic	1A	6"	3	4	6

Inferno 1 [ ] [ ] [ ] [ ] **[ ]** [ ] [ ] [ ] [ ] **[ ]** [ ] [ ]
Inferno 2 [ ] [ ] [ ] [ ] **[ ]** [ ] [ ] [ ] [ ] **[ ]** [ ] [ ]

Innate Abilities

Pathfinder, Summoned

Immune to Fire This model cannot suffer the *fire* condition.

Heat Conductor This model's Burning Arrow attack reduces target's RES by 1 for the duration of the attack. This model is immune to the *fire* condition.

Lesser Being This model can perform only 2 actions each activation.

Forin's Blessing When this model is slain, the enemy hero that dealt the killing blow gains a level. In addition, 1 Fate is added to the Warband's Fate pool if an enemy model, to this model, is within 2" when this model is slain.

Elemental Restraint When this model is in play at the start of its summoner's activation, the summoner loses an action for that activation.

Combat Manoeuvres

Incendiary 2S

Enemy model damaged by Flaming Fist or Fireball attack suffers the *fire* condition.