



ELATHAIN'S SOULRAID



Elathain's companions are a disparate sort, the Akhelian knight Fuirann battling alongside the Namarti Tammael and the enchanted bond-beasts Duinclaw and Spinefin. Together, however, they fight as one to claim the souls needed for the survival of the Idoneth.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Riptide Harpoon	9"	1	3+	3+	-	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Helsabre	1"	3	3+	3+	-	1
Riptide Harpoon	2"	1	3+	3+	-	2
Crushing Claws	1"	2	4+	2+	-1	1
Nasty Bite	1"	4	3+	5+	-	1

DESCRIPTION

Elathain's Soulraid is a unit that has 4 models. Fuirann is armed with a Helsabre and Shield; Tammael is armed with a Riptide Harpoon; Duinclaw is armed with Crushing Claws; and Spinefin is armed with a Nasty Bite.

ABILITIES

Fuirann's Shield: *Fuirann expertly defends herself with the ornate shield she carries on her left arm.*

Roll a dice each time you allocate a wound or mortal wound to Fuirann. On a 6, that wound or mortal wound is negated.

KEYWORDS

ORDER, AELE, IDONETH DEEPCIN, IONRACH, ELATHAIN'S SOULRAID

IDONETH DEEPCIN WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Elathain Ill-fated	1	1	145	Leader	Unique. These units must be taken as a set for a total of 145 points. Although taken as a set, each is a separate unit.
Elathain's Soulraid	4	4			