

HURAKAN SPIRIT OF THE WIND

The winds of Hysh were forced to watch as the lands they once loved were corrupted by Chaos. Now, given focus by the Lumineth, they take the fight to the hated agents of disorder with arcane arrow, swirling shard-storm, and raging vortex all at once.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow of the Wind's Vengeance	18"	4	2+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow of the Wind's Vengeance	3"	2	2+	3+	-2	D3
Swirling Shards	3"	D3	3+	3+	-1	1

DESCRIPTION

A Hurakan Spirit of the Wind is a single model armed with a Bow of the Wind's Vengeance and Swirling Shards.

FLY: This model can fly.

ABILITIES

Into the Gale: *The cyclonic currents that surround a Spirit of the Wind make it very difficult for enemies to harm them.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated.

In addition, subtract 2" from the distance enemy models can pile in (to a minimum of 1") while they are within 3" of this model.

Living Cyclone: *As a Spirit of the Wind moves across the battlefield, enemies are picked up and tossed about, buffeted into each other with crushing force by the aelementor's mere passing.*

Roll a dice for each enemy unit that is within 3" of this model after this model makes a charge move. On a 3+, that unit suffers 1 mortal wound, and subtract 1 from hit rolls for that unit until the end of the next combat phase. A unit cannot be affected by this ability more than once per phase.

Spirit of the Wind: *A Spirit of the Wind never remains in one place for long.*

At the end of the shooting phase, this model can make a normal move of 12" but cannot run (it can retreat). In addition, this model can retreat and still charge later in the same turn.

Windmage Symbiosis: *Windmages are able to sustain Spirits of the Wind, refreshing the elemental energies that are their life force.*

In your hero phase, if this model is within 12" of any friendly **WINDMAGES**, you can heal up to D3 wounds allocated to this model.