

WARSCROLL



NOMAD PRINCE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Hawk's Beak	20"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starlight Spear	2"	4	3+	3+	-1	2

DESCRIPTION

A Nomad Prince is a single model. He is armed with a Starlight Spear and a Deepwood Shield. Each is accompanied by a trusted hawk who can peck out the eyes of his foes with its Beak.

ABILITIES

Eye Thief: If an enemy model suffers any wounds from a Hunting Hawk's Beak and is not slain, the hawk has pecked out one of its eyes. For the rest of the battle, your opponent must subtract 1 from any hit roll made for the affected model.

Deepwood Shield: You can re-roll any failed save rolls for a Nomad Prince.

COMMAND ABILITY

Lord of the Deepwood Host: If a Nomad Prince uses this ability, then until your next hero phase you can re-roll all hit rolls of 1 for **WANDERER** units from your army that are within 8" of him when they attack.

KEYWORDS

ORDER, AElf, WANDERER, HERO, NOMAD PRINCE