

WARSCROLL



CHARIOTS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Charioteers' Bows	18"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Swifthawk Spears	2"	2	4+	4+	-	1
Purebreeds' Swift Hooves	1"	4	4+	5+	-	1

DESCRIPTION

A unit of Chariots can have any number of models. Each Chariot is crewed by two aelven charioteers who fight with Bows and Swifthawk Spears, and is drawn by a pair of Purebreeds that attack the foe with their Swift Hooves.

ABILITIES

Graceful Charge: You can re-roll all failed wound rolls for a Chariot in the combat phase if it made a charge in the same turn.

Swift and Deadly: If a Chariot runs there is no need to roll a dice, it can always move up to an extra 6". In addition, Chariots can pile in up to 6", instead of 3".

KEYWORDS

ORDER, AELF, SWIFTHAWK AGENTS, CHARIOTS