

NOMAD PRINCE

It is the task of the Nomad Princes to lead the hosts of the Wanderers against their many enemies. Masters of forest and fen, they guide their kin along ancient paths to battle, directing their arrows and blades to purge the corrupted and the unclean.



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 armed with a Starlight Spear.

ABILITIES

Harrying Bird of Prey: *The Princes of the forest train hunting hawks to scout ahead of their armies and pluck out the eyes of unsuspecting foes.*

In your hero phase, you can pick 1 enemy **HERO** within 16" of this model. Until your next hero phase, subtract 1 from casting, dispelling and unbinding rolls for that model, and subtract 1 from hit rolls for attacks made by that model.

COMMAND ABILITY

Lord of the Deepwood Host: *Nomad Princes command the forest armies of the Wanderers with great cunning and merciless aggression.*

You can use this command ability at the start of your shooting phase or at the start of the combat phase. If you do so, pick 1 friendly **HERO** with this command ability. Until the end of that phase, add 1 to hit rolls for attacks made by friendly **WANDERER** units while they are wholly within 12" of that **HERO**. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, WANDERER, HERO, NOMAD PRINCE