

AKHELIAN MORRSARR GUARD

Swift and hard-hitting, the Akhelian Morrarsarr Guard are aggressive fast cavalry. In a blurring streak, they are upon the foe. Backed by the speed of the Fangmora Eel, the lowered voltspears of the Akhelians strike with lethal impact. Additionally the voltspears allow the Akhelians to build up and release the electrical charge generated by the Fangmora Eel in a deadly biovoltaic blast.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Voltspear	2"	2	3+	3+	-	1
Fangmora's Fanged Maw	1"	1	3+	3+	-	D3
Fangmora's Lashing Tail	2"	D3	3+	3+	-	1

DESCRIPTION

A unit of Akhelian Morrarsarr Guard has 3 or more models. The riders fight with voltspears in one hand and carry shields with the other. They ride serpentine Fangmora Eels that bite at their enemies with Fanged Maws and batter them with their Lashing Tails.

COMMAND GROUP

This unit can be led by a Lochian Prince, and can have any number of standard bearers and musicians. Add 1 to the Attacks characteristic of a Lochian Prince's Voltspear. You can re-roll battleshock tests for this unit if it includes any

standard bearers, and you can re-roll charge rolls for this unit if it includes any musicians.

FLY

Akhelian Morrarsarr Guard can fly.

ABILITIES

Biovoltaic Blast: *Biovoltaic energy produced by Fangmora Eels is stored by their riders, ready to be discharged as a bolt of energy when the time is right.*

Once per battle, at the start of a combat phase, you can say that this unit will unleash the biovoltaic

energy stored in its voltspears. If you do so, roll 1 dice for each model in this unit. For each 3+, pick an enemy unit within 3" of this unit. That unit suffers 1 mortal wound. For each 6+, the unit that is picked suffers D3 mortal wounds instead.

Wave Riders: *When these warriors charge the foe, their spears hit with the power of a crashing wave.*

This unit's voltspears have a Rend characteristic of -2 and a Damage characteristic of 2 if this unit made a charge move earlier in the same turn.