



Spell	Drain	Target	Persistent	Effect
Turn to Stone	2	Friendly Squad within 6"	No	Target unit forfeits their movement during their next activation. Target unit increases defence by '1' and gains hardened/5 (or increase hardened by 1 if they already have it) until the end of its next activation.
Heal	1	Living Unit within 6"	No	Remove a single point of damage from target unit. If unit comprises of single point of damage profiles, replace a casualty into the unit. 'Heal' may not take a unit above its starting damage value.
Shadow	0	Unit within 8"	No	Target unit is considered obscured until the end of its next activation.
Confidence	1	Friendly unit within 8"	Yes	Increase target unit's current morale by 2.
World Walker	0	Friendly unit within 8"	No	Target unit ignores difficult ground
Forced Actions	2	Friendly unit within 5"	No	Target unit must do one of the following: <ul style="list-style-type: none"> <li>• Immediately move a distance up to half their movement value as stated on their profile</li> <li>• Immediately make a melee attack</li> </ul> The applied effects are in addition to and do not affect the target unit's own actions during its activation that turn.

Ability	Effect
Elemental	This unit is elemental
Life Leech	When a living model is removed as a casualty from the table whilst within this models command range, place a life counter on this unit. Place a horror counter on the casualties unit. At the start of this unit's activation, the player may convert any number of life counters to power dice. These power dice are available for this activation only. This unit may only have three life counters on it at any one time.
Long Weapon	Overkill points may be applied as hits to models in the target unit that are up to 3" away from this model.
Sure Footed	Model may ignore movement modifiers caused by difficult ground
Blade Master	Two hits are caused on a roll of a double 6 when making melee attack
Dodge X	When this model receives a hit in melee, roll a D6. If the result is equal to or greater than X, ignore the hit and move the model up to 1" out of base-to base contact. If there is not enough space to move at least one model through so it can break contact (blocked by enemy bases or terrain for example) the Dodge action fails.
Sprint	When this unit charges, owning player may reroll the d3 for additional movement. Second roll result must be used.
Hardened X	For each hit received, roll a d6. For each roll equal to or greater than X, ignore the damage from one hit.
Immunity - Knock Down	This unit ignores knock down counters.
Stone Cleaver	Units that receive at least one hit from this units melee combat attacks also receives a knock down counter
Scent of the Prey	This unit does not require LOS to a target unit to declare a charge
Act as one	Whilst Elvspon are independent models and therefore act independently and ignore unit coherency with other Elvspon, all Elvspon models in a players force are deployed to the table and activated simultaneously. In addition, when calculating total number of units on the table for initiative rolls, count all Elvspon in your force as a single unit.
Elemental Shard	When a Vaettir with 'Elemental' and more than one damage point on its starting profile is removed from the table, replace with a number of Elvspon equal to the number of damage on the Vaettirs starting profile.
Small	When targeted by a ranged attack, count this unit's defence value as 1
Shard	An active elemental unit with at least one model with LoS to this unit and within 5" of this unit may do one of the following: <ul style="list-style-type: none"> <li>• Use this model as a point to cast a spell through. All measurements and LoS requirements for the spell and taken from this models position. Remove this model after the spell has been cast.</li> <li>• Remove this model from the table and reroll a single die in a melee or ranged attack.</li> <li>• Remove this model from the table and add a power die to that unit's current power dice pool.</li> <li>• Remove this model from the table and remove all pinned counters from that unit.</li> <li>• An elemental Commander may extend its command range by 4". Remove this model from the table. Lasts until Commanders next activation.</li> </ul>