

ALTO MAGE ZIZKA

A warband leader of the highest order, Zizka has devoted himself to the art of arcane magic. Now capable of bending the spirit of the forest to his will, Zizka can create pain for an enemy whilst ensuring the protection of his warriors.

Equipment	Type	Range	Damage	Properties
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Sacred Knarled Staff	Melee	Melee	1	-
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Knarlroot Missile	Ranged	18"	1	Deadly
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ABILITIES

Spells: Chain Lightning, Barkskin, Imbue Projectiles

KEYWORDS: Hero • Infantry • Knarlwood



Combat Speciality:



CRUSH

Move	Defence
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7"	4
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Save	Wounds
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4+	3
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KNOME SKIRMISHERS

With spears and axes in hand, the Skirmishers introduce chaos and confusion to the battle. Quick to assess their terrain, these woodland adepts exploit well-honed yet unpredictable ambush tactics to harass and disrupt their foe.

Equipment	Type	Range	Damage	Properties
Blackflint Spears/Axes	Melee	Melee	1	Reach
Blackflint Spears/Axes (Thrown)	Ranged	8"	1	Inaccurate

ABILITIES

Sudden Ambush: Models with this ability may make attacks in the shooting phase, even if they are engaged. Attacks must target the closest enemy formation.

KEYWORDS: Infantry • Knarlwood



Combat Speciality:



STAB

Move	Defence
7"	4
Save	Wounds
5+	1

KNOME HUNTERS

The Hunters are expert seekers, trackers, gatherers and killers. They combine speed, cunning and exemplary control of their bows to excel in the darkest of forest environments. When called to battle, their aim is true, nerves are steady and resolve unwavering.

Equipment Type Range Damage Properties

Knarlroot Bow	Ranged	18"	1	Accurate
Hunting Knife	Melee	Melee	1	-

ABILITIES

Hard To Hit: Models with this ability may temporarily add +1 to their defence stat when targeted by ranged attacks.

KEYWORDS: Infantry • Knarlwood



Combat Speciality:



BLOCK

Move	Defence
7"	3
Save	Wounds
5+	1